EXCLUSIVE: SAM COUPE PIC AND DETAILS!

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No 90 HFL8.90

SEPTEMBER 1989

£1.60

MEGATAPE 19



PLAYABLE DEMO!

PLUS

MAILSTROM

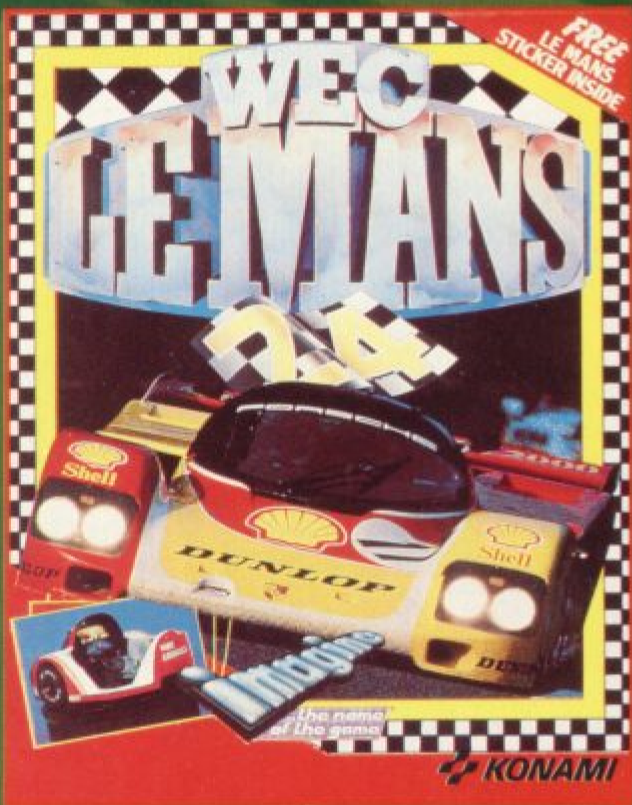
COMPLETE GAME!

MEGATAPE 19

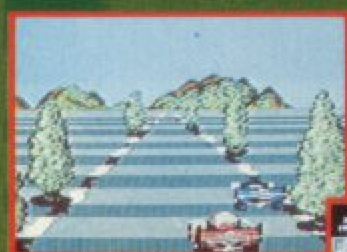
IF NO MEGATAPE 19 IS ATTACHED HERE TELL YOUR NEWSAGENT IMMEDIATELY!

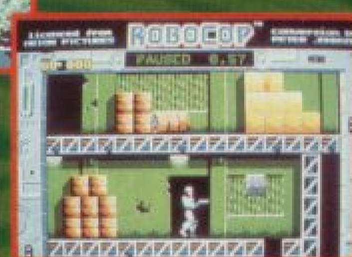


PLAYFUL



WEC LE MANS
"Wec Le Mans has many things going for it.... I reckon it will be the definitive racing conversion for 8-bit machines."
Wec Le Mans is not a game – it is the ultimate driving experience.





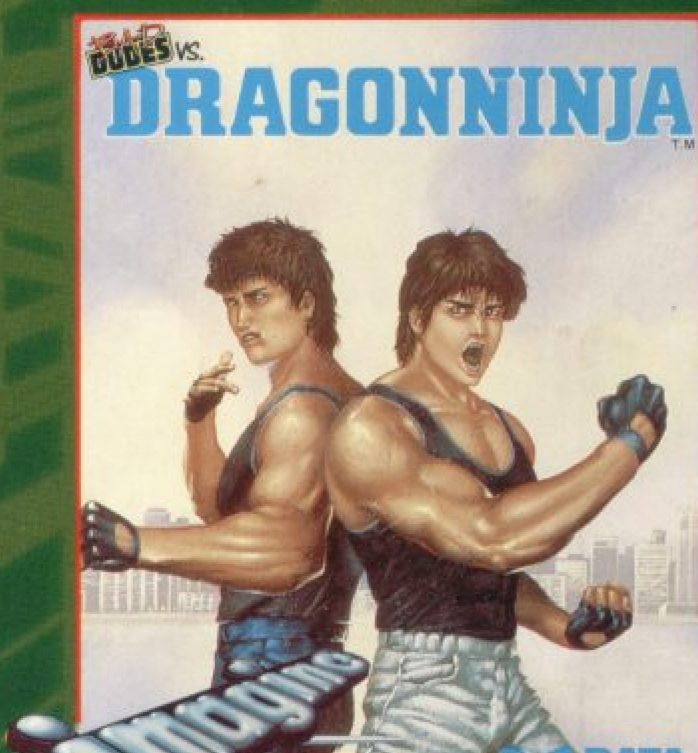
ROBOC
"This is definite
tie-in to date, a
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C+VG GAME
COMPUTER +

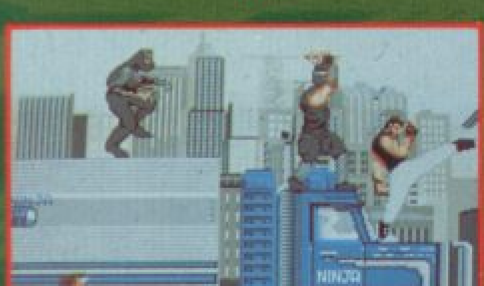


BAD DUDES VS DRAGON NINJA
"A sure winner with the official conversion to the home computer."
COMPUTER GAMESWEEK

"A very enjoyable and addictive game.... The best conversion I have seen on the Amstrad."
AMSTRAD ACTION

"There is more than enough action in this one to keep you coming back for more."
ACE





	ATARI ST	AMIGA
BATMAN OPERATION WOLF	19·95	24·95
ROBOCOP DRAGONNINJA	19·99	24·99

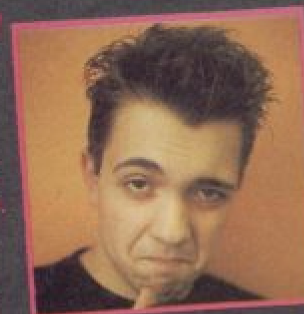
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CONT

Meet the Summer TV Special "Team"



JIM "Live from the Palladium" Douglas
A strange anomaly of a person, Jim is both achingly unfunny, and yet strangely compelling. What will his Editing hi-jinks lead to this month? Maybe an excellent joke about a red indian ordering a drink or perhaps a swinging dance routine with the internationally revered Jim Douglas Connection. Either way, you'd be mad to miss him. So tune in, drop out, nod off.

ALISON "Play Your Cards Right" Skeat



A dolly dealer if ever we saw one! Now, if Alison plays her cards right this month she could go through to the exciting final where she'll be given the chance to win amazing prizes like . . . these!
A Trip to the Typesetters/An Afternoon Ordering Couriers/A Deadline Advancement or Tonight's Star Prize . . . Extra Mono Pages in the Inner Section!
Be sure and tune in to see all these prizes and more flash before Alison's eyes in our special section, Nightmare of the Month!

TIM "3-2-1" Noonan



A confusing hour's viewing at the best of times, Showmaster Tim has the entire office bemused and astounded with his complex clues and double-twists. "I'll be in at about 10 o'clock" for example, obviously indicates to the uneducated viewer that Tim will be in at around 10 in the morning. Wrong! Dusty Bin for you! It actually means "I'm going back to bed and I'll see what the weather is like when I get up." See if you can tell what Tim's talking about.

ADVENTURE **The Sorceress** DIRTY TRICKS **Jon Riglar**
HOW THE HELL **Andrew Hewson** I'VE GOT THIS PROBLEM
Rupert Goodwins ADVERTISEMENT MANAGER **Kather-**
ine "Hello, I must be going" Lee DEPUTY AD MANAGER
Jerry Hall ADVERTISING EXECUTIVE **Martha "A-**
higgedly hoggedly" Maloughney AD PRODUCTION
Emma Ward MARKETING MANAGER **Dean "Leg-**
biscuits" Barrett MARKETING ASSISTANT **Sarah "Wall-**
planner" Ewing PUBLISHER **Terry "Strike-beater"**
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NUMBER: **01-251 6222** OUR FAX NO: **01-490 1095**
THIS MONTH'S COVER: **Dynamite Dux from Activision.**
COVER ARTIST: Jerry Paris.
Printed by Nene River Press, Woodston, Peterborough
Typeset by Professional Reprographic Services, Huntingdon.
Distributed by EMAP Frontline.
SUBSCRIPTIONS ENQUIRIES: **0858 410510**
24 HOUR ORDER LINE: **0858 410888**
BACK ISSUES: **Back Issues Department (SU), PO Box 500, Leicester LE99 0AA**

ISSN No 0262-5458

PRECINCT 19
Judge Dredd ahoy! For all the news on role-play, FRPG board games and all the rest Precinct 19 is your man, well, page actually.

DIRTY TRICKS DEPT 14

How many colour pages? FIVE. Yus. Not four or seven or three or none but FIVE COLOUR SEXIES, sorry PAGES choc full of well, DIRTY TRICKS. They're DIRTY. They're TRICKS. And it's a DEPARTMENT! Lawks!



WIN WIN WIN! BE DAVID BAILEY! 74

"Yes. Ooh, lovely. Now look this way love, now just a little water. Divine! Now love the camera, sweetheart, that's right! Makeup! – She's got a shiny nose. Come on. Time is money . . ." You too can get up people's noses if you win our Canon Sureshot thanks to Virginmastertroniclimitedplc.

WIN A SATELLITE DISH 82

Once you've read the lovely feature, you'll probably be only too keen to buy yourself a dish and all the business. Luckily, we've saved you the expense, and one lovely winner will walk away with (well, we'll deliver it actually) the whole blooming lot.

A DYNAMITE DUX 34

WIN THE COIN-OP!

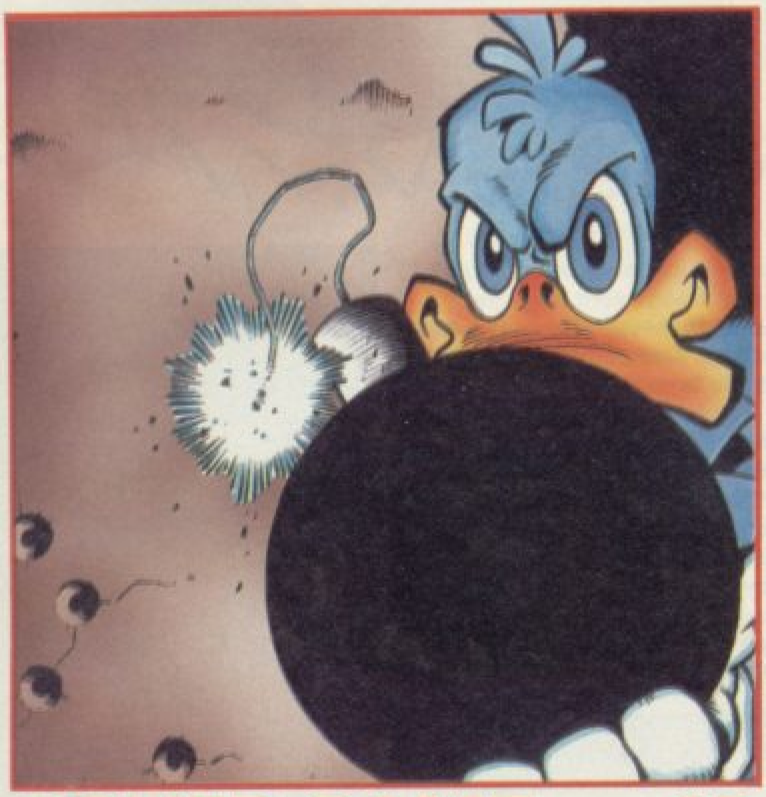


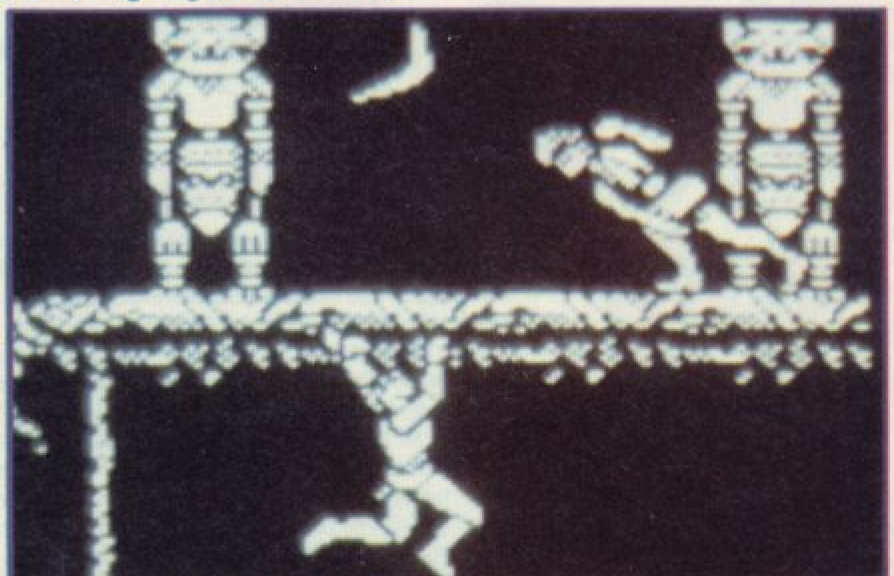
ENTS

OUTLANDS 82



Alright alright alright! We're sick and tired of everyone asking us "Ere. This satellite business. It's all to do with Amstrad isn't it? Well, I was wondering, since you're obviously very good mates with Alan Sugar, could you tell me exactly what frequency modulator I need to install in order to pick up the signals and what's the difference between SKY and BSB and who is Rupert Murdoch and how many giggerhertz . . ." So these people can ruddy well go away. Instead, we've got a far more interesting selection of facts and figures in our SATELLITE TV SPECIAL. Oh, and we're giving away a dish too.





BLUEPRINT 58

Strider one of USG's Christmas biggies and this month we can give you a complete machine code print out of all the protection routines and the graphics generator used by the programmers. Well, alright, we can't. What we can give you, though, is a more thorough investigation of how the game was put together thanks to the rather helpful programmy people. Far more interesting than a page full of numbers.

COVER GAME 12

Dynamite Dux comes from the rather clever people at Activision, and since one of their latest releases was the none-too-unpopular R-Type we predicted that it was going to be probably the best game released this month. Were we right? Yes, actually, we were. And we've lavished an extraordinary three blummin' pages on the thing in order to let you in on the extra superness of it all.

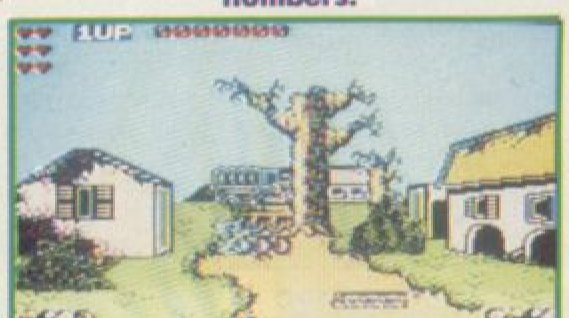
GET INTO THE PC SHOW FREE! 24

Well, alright. Not strictly free, but check out our amazing offer and you'll be able to get in loads cheaper!



POSTER 50

Indiana Jones! Da da da daaah, duh duh duuuuhh. He's back. Adn this time, he brought some wrinkly old Scottish geezer with him! Check out Indy and his dad Gareth and then put them on your wall, why dontcha?



PREVIEWS 86

Good evening. And in a packed programme tonight, previews will be asking such questions on the nation's lips: "What on earth has Super Wonderboy got on his head?", "What the Dicken's are US Gold going to do with a game title called Skweek?", "How is Cabal coming along?" All these and more will be answered, on this show, TONIGHT!

SAM COUPE SPECIAL 60

The SAM Coupe could well take the Spectrum world by storm when it comes out next year. What, exactly, does it have to offer? Why don't you have a look?

REGULARS

Impossible? No. Incredible? Definitely. Improbable? Probably. Yes. Megatape 19 is upon us already. Does it really feel like 19 months since you unstuck the sticky tape and set the magnetic wheels whirring on the very first tape 1? Yes, it probably does.

MEGA

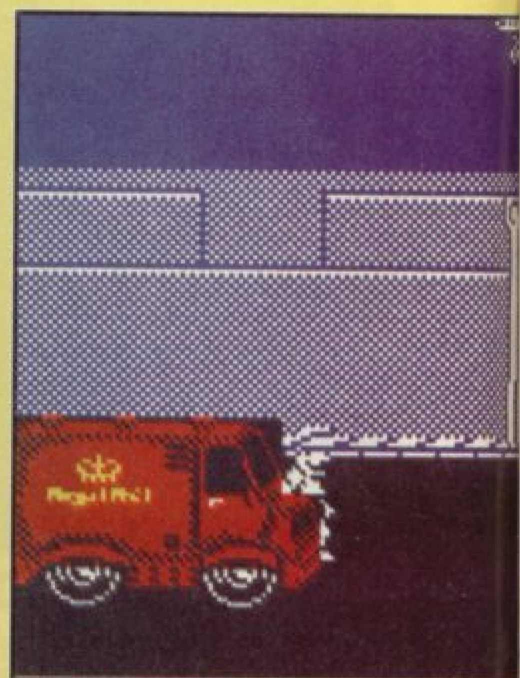
TAPE 19

GAMEPLAY

Drive your van to the sorting office and collect letters from the OUT chute. This will cause several numbers at the bottom of the screen to light up. These numbers correspond to the house numbers where the letters need to be delivered.

Open post boxes (by any means at your disposal) to find sacks which much be stored in your van for later on. When a sorting office appears, deposit the sacks in the "IN" section.

At any sorting office, the number of sacks you deposit in the "IN" chute will determine the number of sorted letters you can retrieve from the "OUT" chute the following day. At the end of each day, you'll be told how many sacks you must store in the sorting offices the next day in order to continue the game. If you fail to deposit at least this number of sacks, it's GAME OVER.

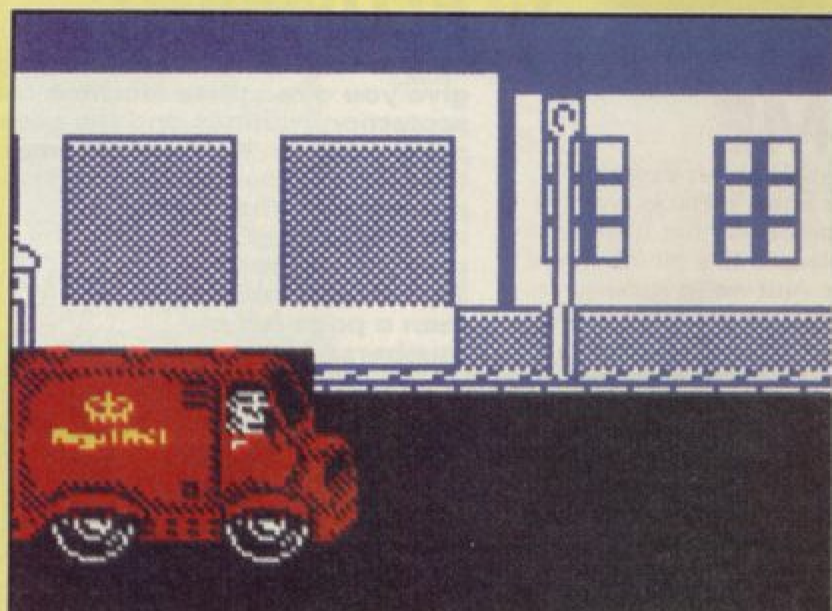


MAILSTROM
Ocean Software

Mailstrom is part of a rather exciting package of tape wonderments that Ocean have put together for us for the next few tapes.

The storyline of Mailstrom reads like Postman Pat's worst nightmare. Set in a post-apocalyptic world, it's the tale of one man's courageous endeavours to ensure that the mail arrives on time despite terrible dangers.

Thankfully, you're kitted out with some considerably more advanced technology than today's postie.



CONTROLS

Mailstrom can be controlled by using either the keyboard or joystick.

HINTS AND TIPS

1. Avoid delivery to the Tong house.
2. Points are subtracted at the end of the day for undelivered letters.
3. It pays to deposit as many sacks as you can.
4. The minimum number of sacks allowed for the first day is one.

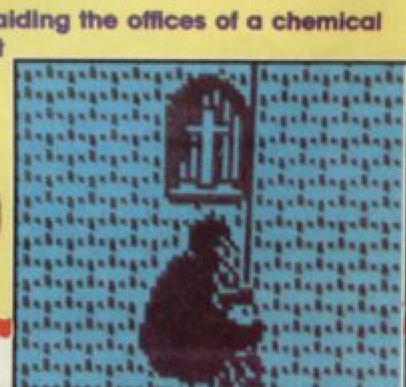


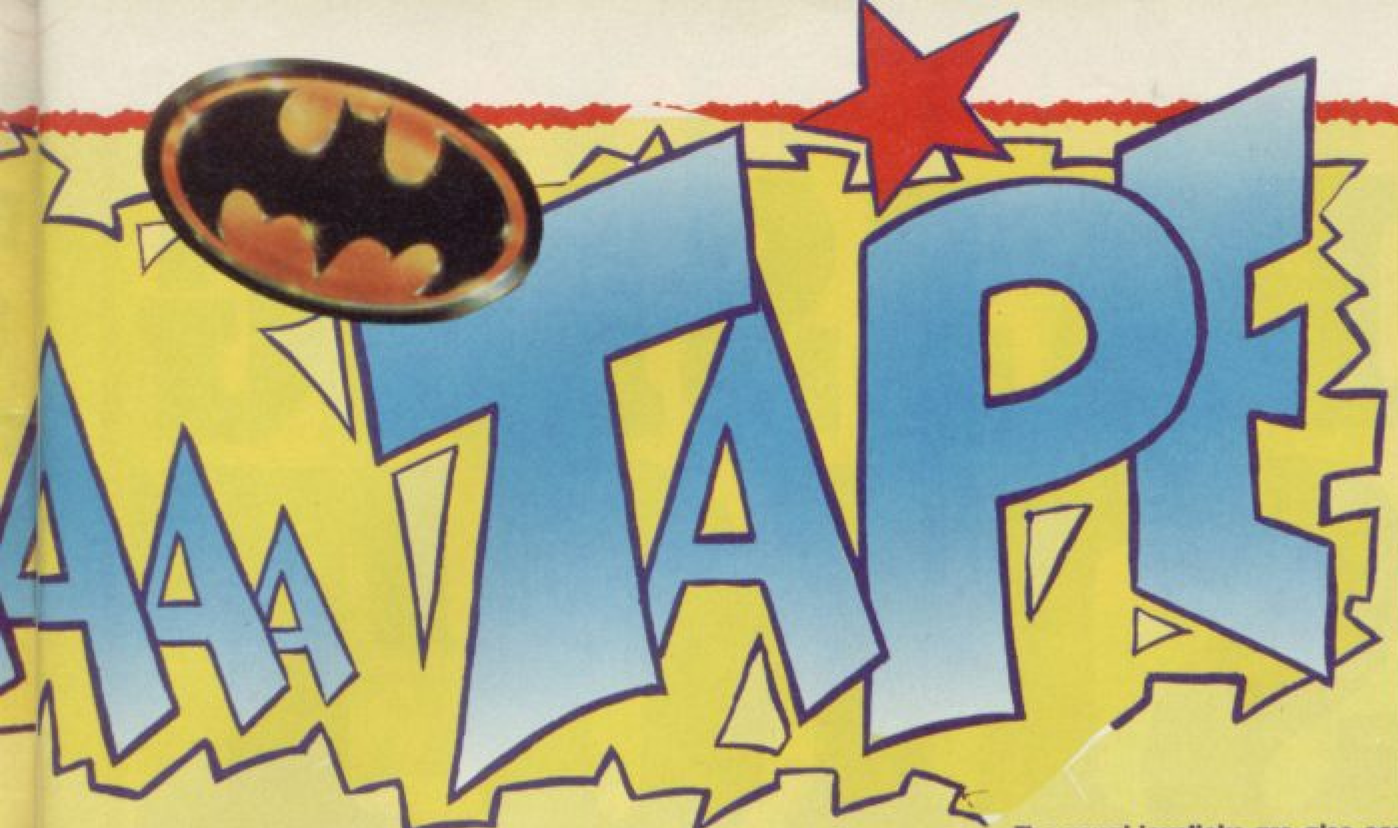
BATMAN DEMO
Ocean Software

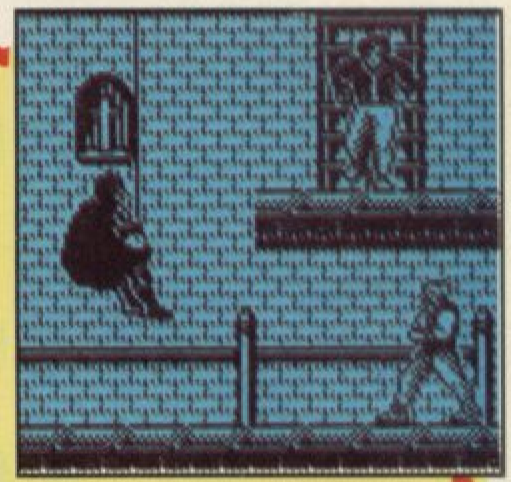
You've already got yourself along to the movie and you were well impressed. But how is Ocean's conversion going to match up to such a fantastic cinematic event? Well, you'd better load our demo to find out, hadn't you?

Scenario

Jack Napier is in the process of raiding the offices of a chemical factory. Bruce Wayne hears about this and leaves his Jet-set party to become Batman.



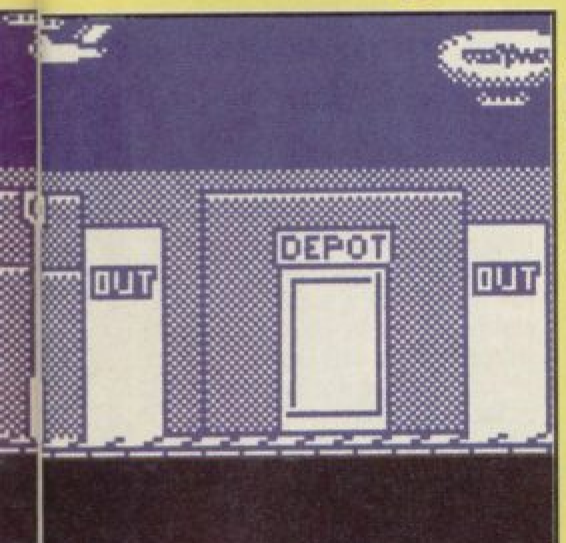




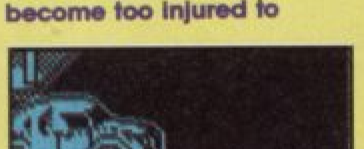
CONTROLS

The default keys are:

Q	– UP
A	– DOWN
K	– LEFT
L	– RIGHT
SPACE	FIRE



As Batman you are armed with a spear-gun that shoots out a rope. Once attached to a platform the rope can be reeled in or out to move up or down. You also have a Batarang for throwing, and consequently injuring, the gangster. The Bat Suit is made of a new type of body armour which can deflect bullets, however there is a finite number of hits you can sustain before you become too injured to



to proceed. As your energy falls, the depiction of Batman at the bottom of the screen slowly changes into the image of Joker. Once Batman has changed into the Joker the game has ended and you must start again.

Because this is only a playable demo you have been restricted to a time limit of two minutes which makes this level impossible to complete, but should give you a good taste of how the final version will appear.

This is but one section of five different stages in the Batman game. Other stages feature the Batmobile, the Batwing, the Bat Cave and the final showdown in Gotham Cathedral. Each section is a separate game in itself but you must complete the previous to go onto the next.



The usual joysticks are also compatible.

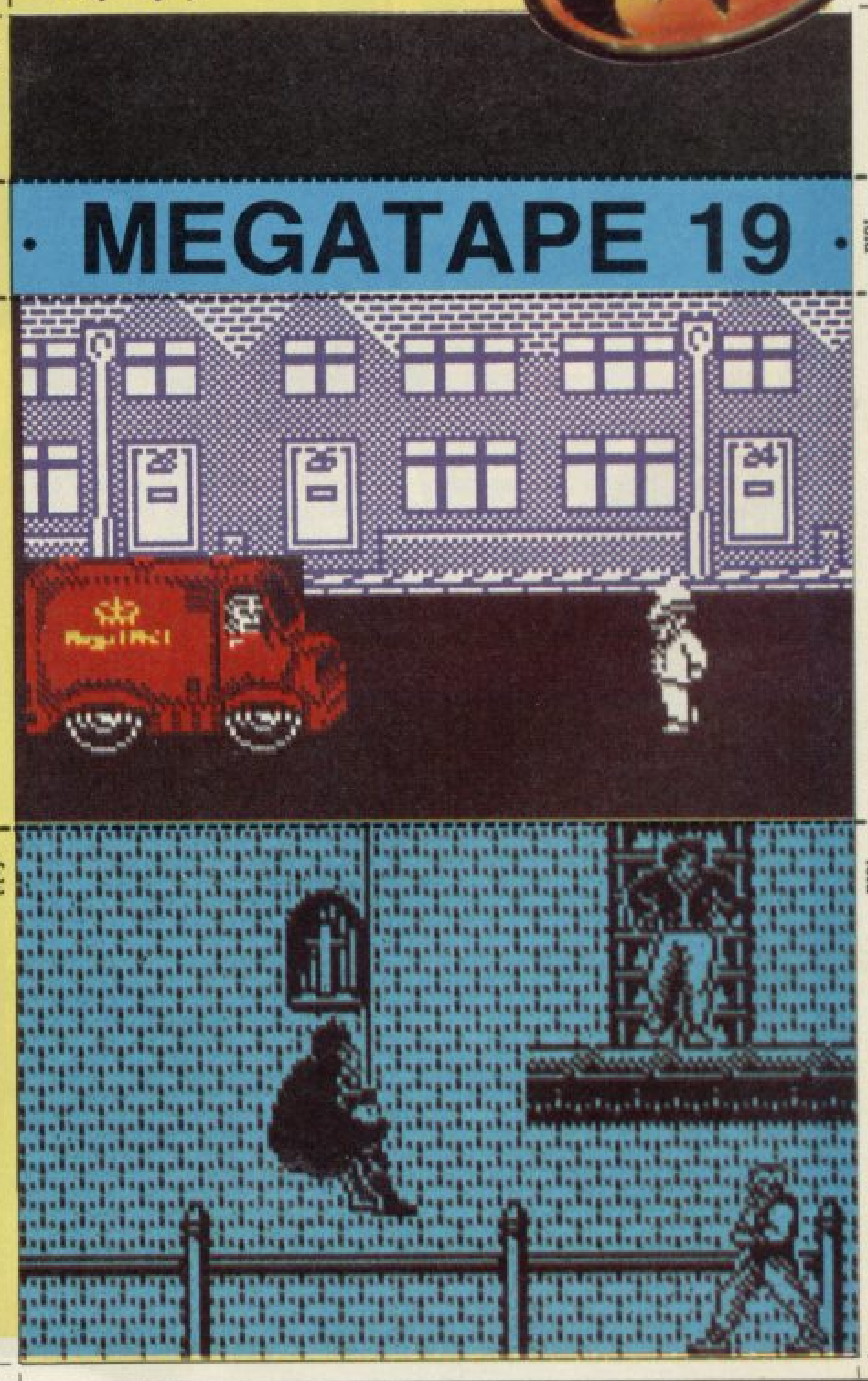
LEFT and RIGHT moves Batman LEFT and RIGHT. To duck and avoid bullets press DOWN, to move up and down ladders use UP and DOWN.

Using FIRR together with UP, LEFT and RIGHT fires out the Batrope. Once on the rope, reel it in using UP and DOWN – LEFT and RIGHT starts you swinging. Use FIRE at any time to let go of the rope. FIRE and DOWN drops you down to the platform below – but beware you do not fall too far as this can result in a major injury.

cut

fold

fold



GAMES REVIEW

PASSING SHOT

What? You cannot be serious? Wimbledon finished months ago and Mirrorsoft are now releasing Passing Shot, **probably the most tennisy game you've ever come across in your whole life.**

In case you haven't played the coin op, here's what goes on. You find yourself on centre court in the middle of a big tennis championship. Here's your opportunity to become an international megastar overnight.

Passing Shot **is all about the serious aspects of tennis. None of this Ra-ra doesn't matter whether you win rubbish. If you lose, you're out. If you win, you're on a highway to glory.**

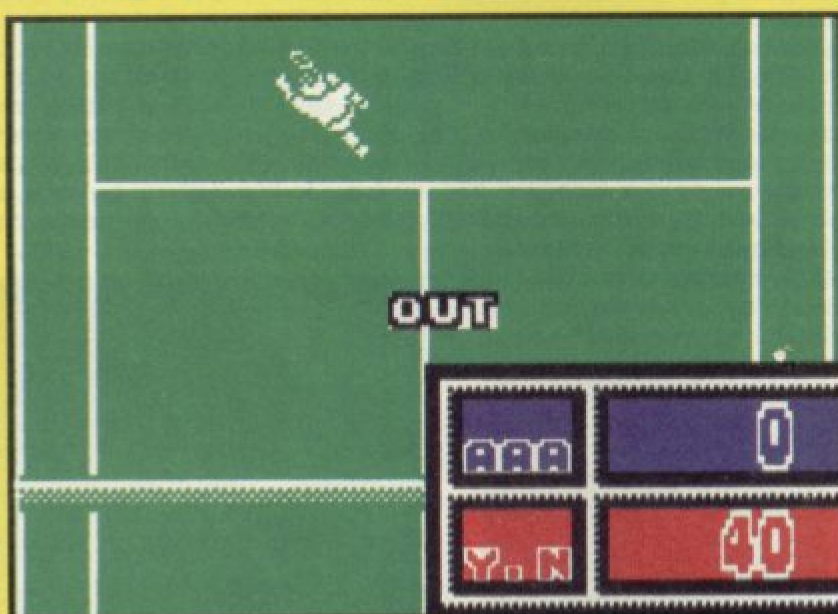
You can play alone against the computer or team up with a mate and play the fiendish machine at doubles. Either way you're faced with an escalating scale of ever tougher opponents.

Serving is viewed from the spectators' point of view, just like Wimbledon on the telly. You toss the ball into the air and hit FIRE at the moment appropriate for the service you desire.

WHACK! Immediately, the screen changes to an overhead view and the ball gets bigger as it gets higher. You can see the computer controlled player scrabbling around, trying to work out where the ball is going to fall. Not a hope. An Ace. Smashing start. Obviously, you won't be fortunate enough to serve so successfully all the time, and you'll more likely than not find yourself on the wrong end of an ace return.

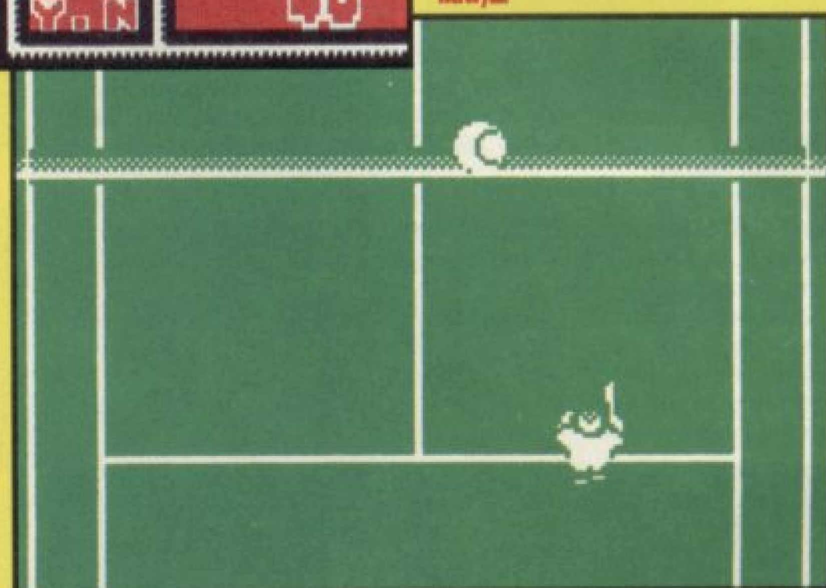
Once in a rally, anticipation is the name of the game. You're not going to get anywhere simply standing on the baseline and waiting for the other guy to make his move. Get right into the net, crank up your reaction time and hammer the guy into the dust.

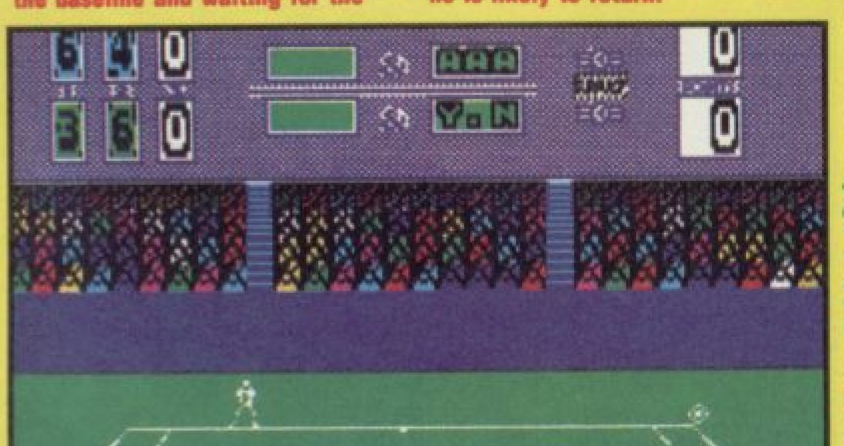
The rougher your opponent, the faster the game and eventually you should be moving into position for your next shot immediately after playing one. By controlling the destination of the ball, you can dictate where your opponent has to run and therefore what sort of shot he is likely to return.



Graphically Passing Shot **isn't a marvel. There simply isn't much room for fancy graphics in an overhead game without making the screen look cluttered. If you'll forgive the slightly naff looking white figures (what colour would you rather have a tennis player, pink?) and pay attention to the things like the ever-increasing size of the rising ball and the animations of the serving action, you'll agree that graphically we're not talking a fault (har har).**

Passing Shot **is a corker of a game. I'm not a big fan of sports simulations as a whole, but this one's a smash hit with me (haw haw)■**





ARCADE REVIEW

FAX BOX

PASSING SHOT** Label: **Mirrorsoft** Author: **In-house** Price: **£8.95** Memory: **48K/128K** Joystick: **various

GRAPHICS	SOUND
70	70
80	82
PLAYABILITY	LAST ABILITY

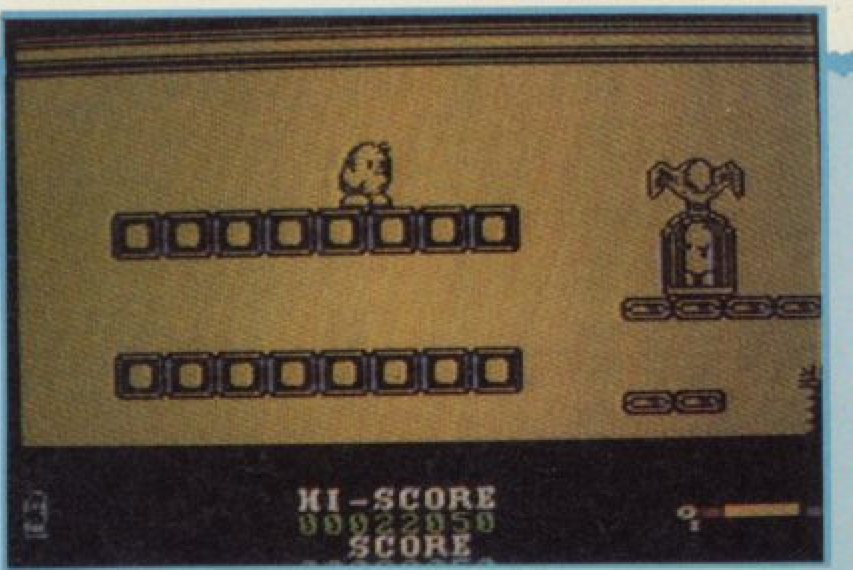
An ace!

Reviewer:

OVERALL **81**

10 20 30 40 50 60 70 80 90

GAMES REVIEW!



THE NEWZEALAND STORY

Wow. There's cutesy and there's cutesy and there's *New Zealand Story*.

Just get a load of this for a thoroughly spewey situation. Poor ikkle wikkle birdies have been captured by the nasty old Walrus in New Zealand. He's going to stick his nasty walrus fangs into them and kill if they don't get away soon. Oh no!

Brave Tikki Bird escapes from the clutches of the evil blubbermonster and vows to free his friends too. But where can they be? There are so many screens in *New Zealand*, and they're all populated by horrible pointy monsters, it's all a bit of a to-do. Hurumph!

Tut. This doesn't look like my kind of game at all. Big fluffy wuffy birds bouncing round a foreign country being all cutes. Spit pew!

Now, if I can be won over by a game like this, anyone can. And I have.

New Zealand Story is like a platform game taken to its ultimate extremes. You can run and jump and fly. The screen scrolls in four directions and there are objects to collect, bonus points to have and even special flying things to transport you around the levls more swiftly.

You begin at the bottom left hand corner of level 1 faced by mysterious hostile creatures. There are a few platforms in sight but initially things look a little sparse. Not so for long!! The bad guys are really bad; mean little critters who scoot along the floor and drain your energy on contact.

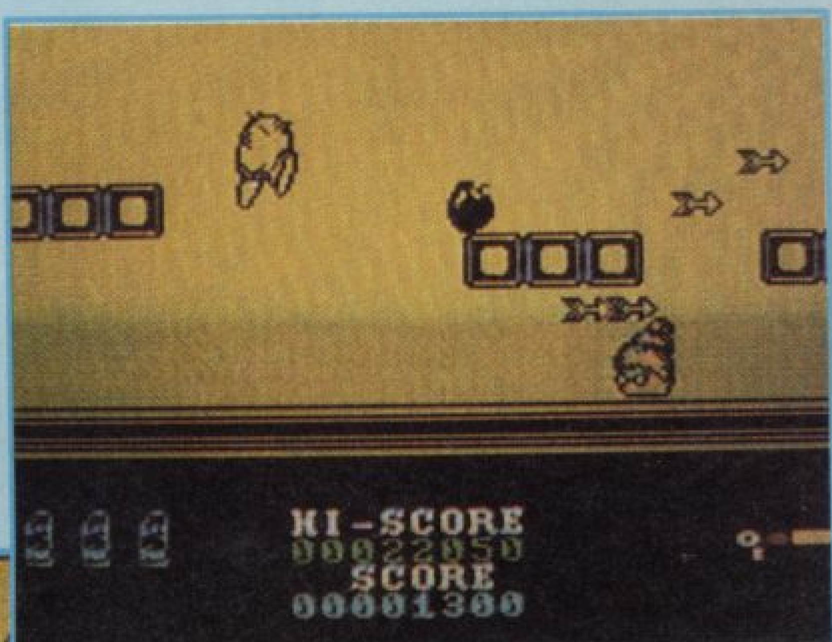
The only way to progress is upwards. By half bouncing and half flyingf, Tikki can scale tall platforms in a single bound, sproinging himself over the bad guys. Once you opt for this mode of transport, though, you'll need to be careful not to impale yourself on the dangerous spikes or fall down bloody great holes. Actually, you need to be extremely careful how you use your jumping ability. If you're happy jumping into the air and putting your face in the line of fire, that's fine. Otherwise, don't.

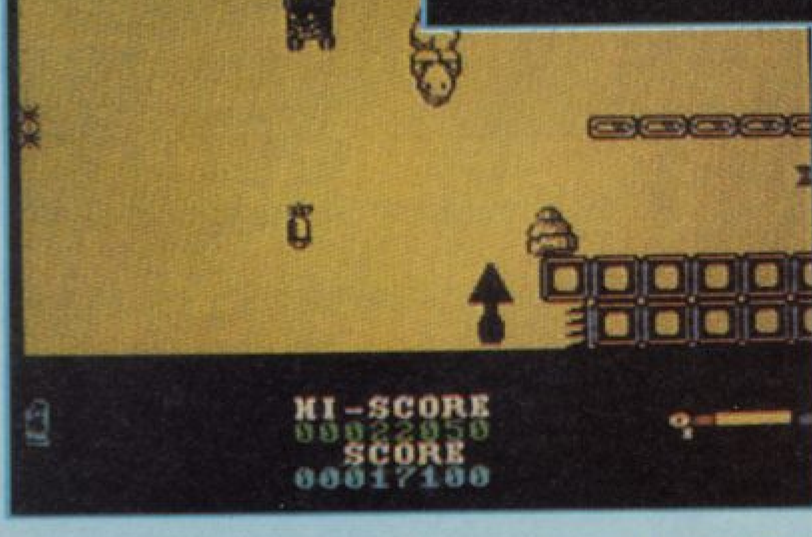
The aim of each level, of course, is to locate your little friends and get to them, thus freeing them from the clutches of the evil Walrus' followers. You're armed with a bow and arrow of pretty serious firepower, and there are extra tool-ups available (bombs and the like).

The trickiness of *New Zealand Story* comes in the sheer number of baddies you have to deal with at one go. Since you can jump into the air, fire in both directions and turn around and alter your path of descent, the programmers have decided that it's perfectly fair to inflict a merciless onslaught of bullets and arrows and fuzzy monsters upon you.

As you progress further into the game the screens become more and more cluttered and the actions you have to perform become more and more mad. Can you really imagine saying to a mate "Yeh, I was in a little basket flying over New Zealand, and I'd rescued a couple of little birds but the Walrus has so many henchmen I didn't know where to go next. And the spikey walls kept killing me?"

They'd lock you up. Which doesn't really affect the fact that *NZS* is absolutely fabbo■





SINCLAIR USER CLASSIC

ARCADE REVIEW

FAX BOX

NEW ZEALAND STORY *Label:* ***Ocean*** *Author:* ***In-house*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

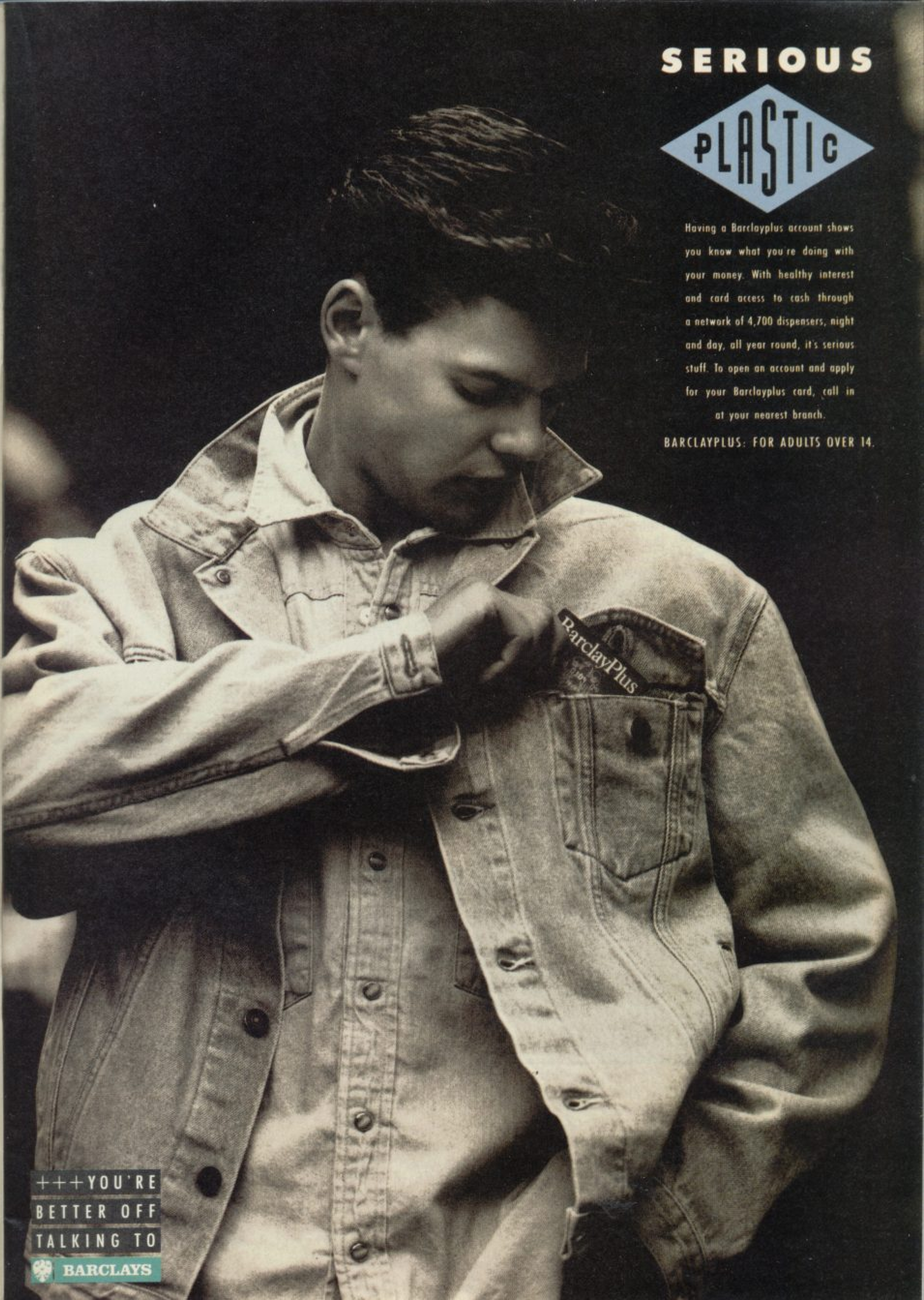
GRAPHICS	SOUND
80	80
84	85
PLAYABILITY	LAST ABILITY

Brillo cute romp.

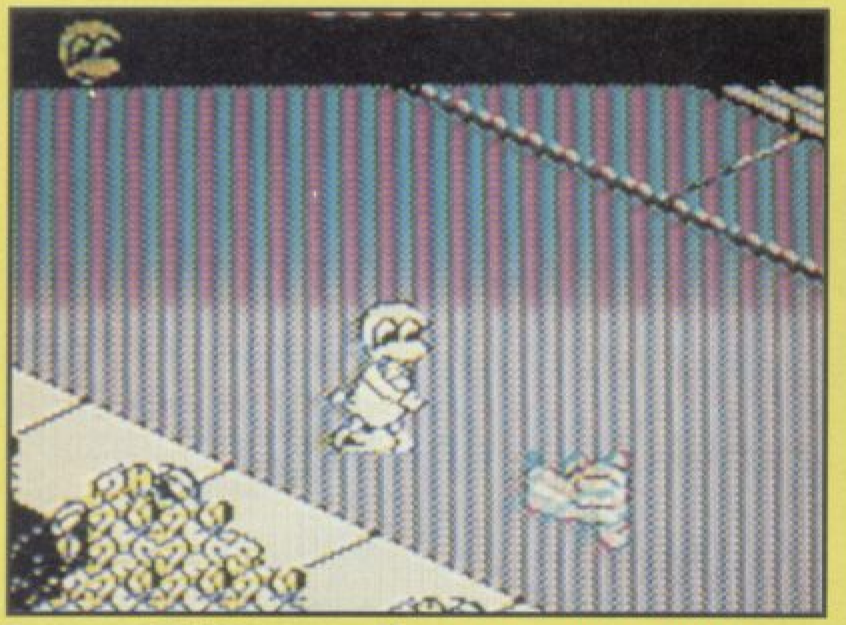
Reviewer: Jim Douglas

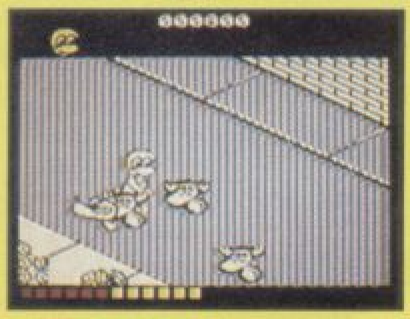
OVERALL **82**

10 20 30 40 50 60 70 80 90


SERIOUS
PLASTIC
Having a Barclayplus account shows you know what you're doing with your money. With healthy interest and card access to cash through a network of 4,700 dispensers, night and day, all year round, it's serious stuff. To open an account and apply for your Barclayplus card, call in at your nearest branch.
BARCLAYPLUS: FOR ADULTS OVER 14.
BarclayPlus
+++YOU'RE
BETTER OFF
TALKING TO
BARCLAYS

DYNAMI



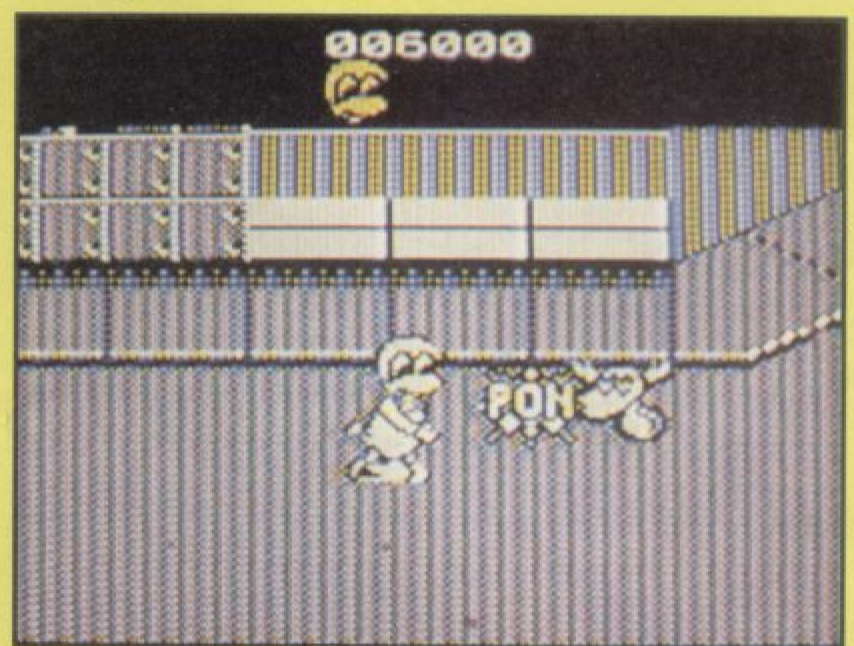


Quack! You've seen our cover. You've played the coin-op. Now read the review of the most off-the-wall, round the bend game this side of Toon Town. Dynamite Dux is upon us, and you'll flip over it.

If you thought you'd seen the ultimate in cutesy graphics in the likes of Garfield and Bubble Bobble, you'd better think again, 'cos Dux beats the lot.

It has to be said that assuming the character of a duck that looks suspiciously like Woody Woodpecker didn't entirely sound like the kind of game for me. That's when they told me about the Dynamite.

Duck is lost in a seriously hostile environment, surrounded by fiendish dismembered woodland creatures, hellbent on putting an end to his quacking hi-jinx. Thankfully he has access to the most amazing arsenal of weaponry known to man (or bird). It's like a cross between Bambi, Evil Dead and The Terminator.





Initially the Duck has at his disposal a pair of extremely handy fists. We're not talking flappy wings here. These hands like hams, big enough to shame Pop-eye in prime spinach-guzzling mode. The bad guys drift toward you with unmenacing lack of direction, floating around and looking goofy. It's like a dream come true to crank up your punch and knock the dullards into the middle of next week.

Each of the weapns you can pick up behave in a slightly different manner;



sometimes the rockets woosh off unpredictably, but they've got a much more serioud impact than the highly accurate Swiss army knife.

Life starts off easily enough, with a few punchable characters drifting around in order to get you in the right sort of mood. You'll quickly learn a few basic lessons. The response is occasionally a



little slower than you'd like, so the name of the game is anticipation and forward thinking. If you're faced with a screenful of moose-heads, there's no point building up a huge power-punch (achieved by holding down the fire button) to bump one off, or

GAMES REVIEW!

TE DUX







The action is pretty well all-directional; as well as left and right, you can move vertically into the screen, across the path (if you know what I mean). And the scrapping takes place across all these planes too. You've got bad guys coming at you from all directions at once.

SINCLAIR USER CLASSIC



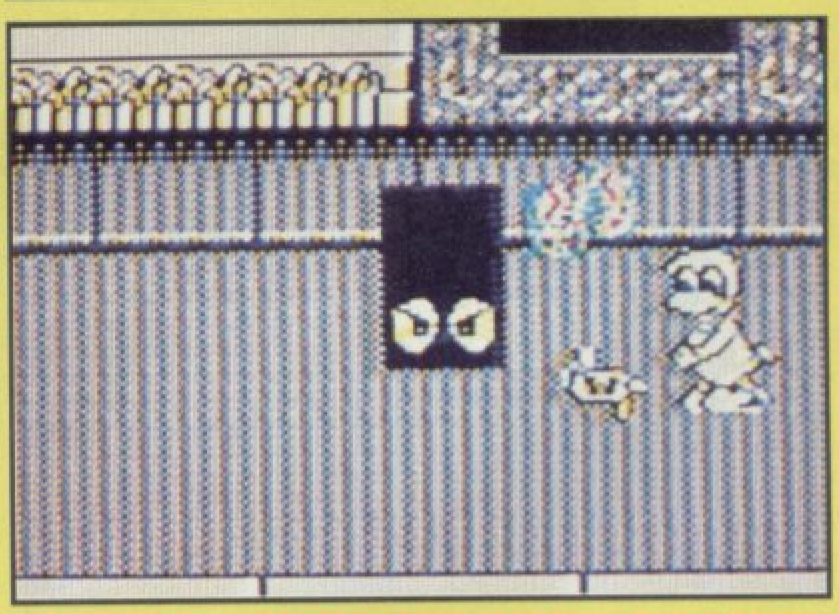


you'll be swamped.

Some of the bad guys are capable of dealing with certain weapons, but not others. You can't carry them all at once, so you'll have to prioritize. There's a good deal of getting to grips with the maze layout involved. You'll always find that you're in the wrong place, facing the wrong bad guys armed with the wrong weapon at the wrong time.

Later levels take place in even rougher terrain and the deeper into the game you go, the more bizarre and dangerous the inhabitants become.

Graphically, Dux is a real treat. As monochrome as it can be, the pix are clear, cute and big. And the animation is flawless. Although some of the views look a little quirky, with slightly strange angles, and occasionally dodgy perspective.





ARCADE REVIEW

FAX BOX

DYNAMITE DUX Label: ***Activision*** Author: ***In-House*** Price: ***£9.95*** Memory: ***48K/128K*** Joystick: ***Various***

GRAPHICS	SOUND
80	70
80	82
PLAYABILITY	LAST ABILITY

What a stonker! Cartoon cuteness combined with apocalyptic blasting.

Reviewer: Jim Douglas

OVERALL 82

10 20 30 40 50 60 70 80 90

DIRTY TRI



LEVEL 1 PART 1

MR HELI



So you think you're the business when it comes down to playing computer games do you? Even the best get stuck at some time or another and the fact that you're reading this month's Dirty Tricks Department can only mean that you're stuck right now. Unless, of course, you are reading this section because of its unequaled creative style - no, we thought as much. When it comes down to the nitty-gritty, you want tips on Silkworm from the lads at Virgin and no doubt you'll be wanting the second section of tips on Hewson's Stormlord which we started in the last issue. No doubt you'll also want to get on with looking at this month's map of Mr Heli. So get on with it then.



SILKWORM



Given a classic status a couple of months ago in your favourite magazine (other than Cucumbers Weekly of course), Silkworm from Virgin Games is one shoot-em up that is going to be difficult to master – try playing it with both jeep and helicopter under the one control if you don't believe me! However, grab a look at this bundle of hints and sort yourself out if you're stuck.

One of the first things to realise about the gameplay of Silkworm is that the two types of craft (jeep and helicopter) both have different characteristics when it comes to actually controlling them. For instance there are some ground defences that the jeep cannot destroy on its own.

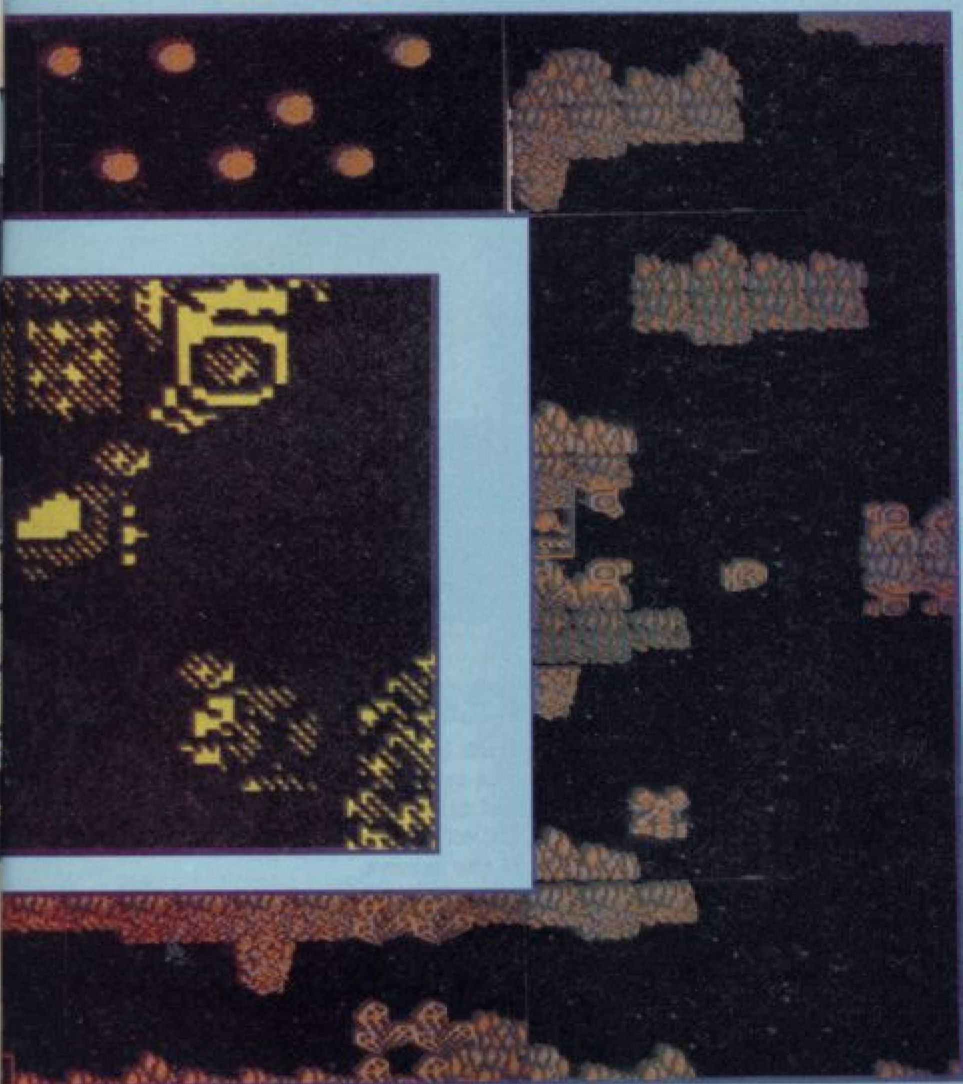
The flat landing pad type buildings found throughout Levels One and Two will give the jeep a lot of unwanted hassle. If the rest of the screen is clear you may be able to get the jeep to leap across them provided it takes a good run up and there isn't a marauding alien type thing lurking just over the other side.

A far more satisfactory outcome can be achieved by a little co-ordination between jeep and chopper. The helicopter can shoot rockets downwards at an angle of approx 45°. When the player controlling it sees such a ground defence, why not get him to do the dirty work and dive down and knock out the building before the jeep is anywhere near it. Teamwork is what it's all about.

Throughout each of the levels in Silkworm, you will come across giant end of level alien craft. The ones that are made up of small sections which group together as you progress through the level are pretty tough. To deal with them, clear the screen of all other alien craft and position the jeep just below the neck of the enemy and the chopper just above it.

Now you can continually fire at it from both above and below. It's weakest point does seem to be its belly but don't get too close otherwise you'll collide with its head! If the craft starts to get too close to the left hand side of the screen, move the helicopter up and over to the right, being careful not to collide. This will automatically cause the alien craft to retreat back to where it came from.

CKS DEPT.



DIRTY TRICKS POKE CORNER

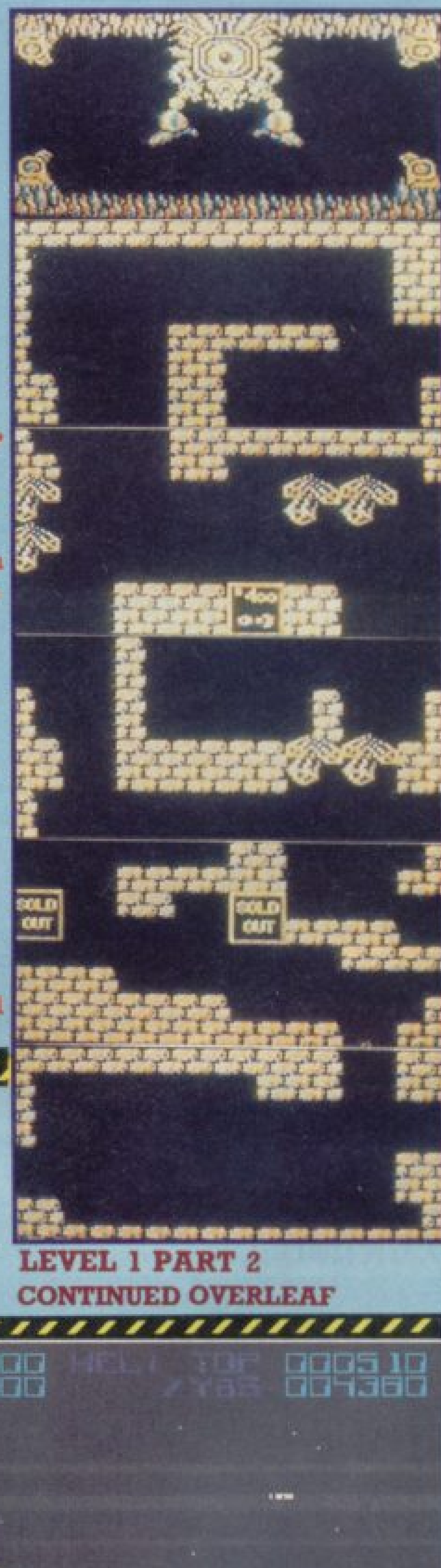
Having problems with the very latest releases? Scratching your bonce with frustration over the nine legged troll found in Level Twelve? Well then it's time to cheat, buster! Here's a selection of handy Multiface pokes sent in by Simon Conway from Bolton. Red buttons a go-go!

STORMLORD
Poke 56877,00

THUNDERCATS
Poke 31401,0
Poke 31402,0

EXOLON
Poke 42338,0
Poke 36845,0

CROSSWIZE
Poke 51617,0
Poke 52108,0
Poke 37051,201



LEVEL 1 PART 2

CONTINUED OVERLEAF

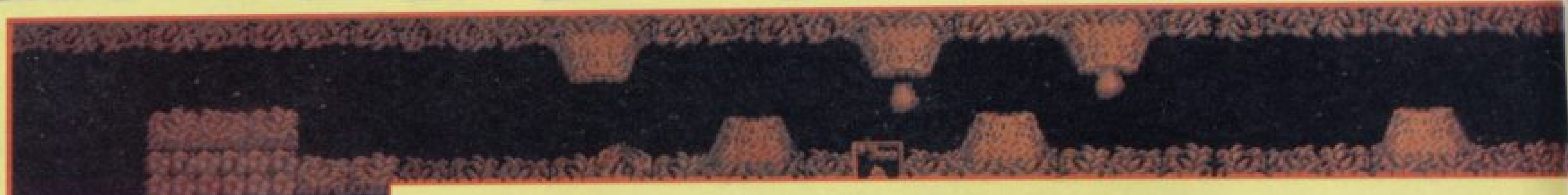




(Cue Stock/Aitken/Waterman song).

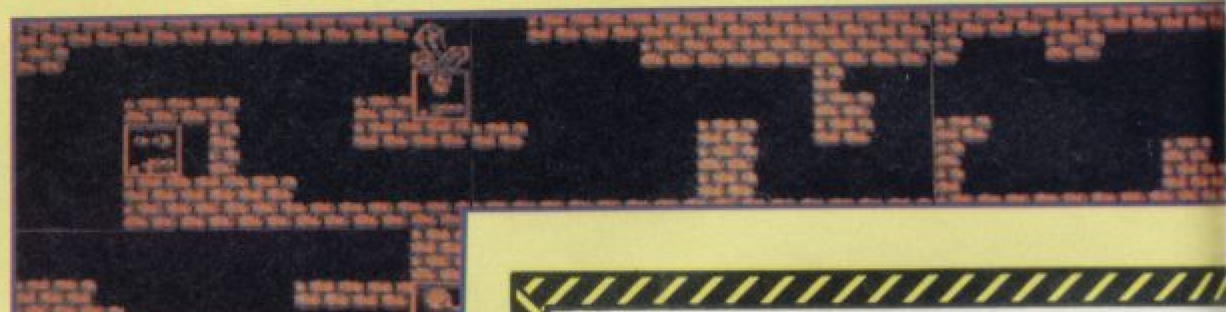
Things should run pretty smoothly throughout Levels One and Two except, of course, the humungous (now that word brings back memories) alien critter lurking at the very end of each level might get a mite (now that's confusing) annoyed and start to lob missiles and other assorted rockets in your direction but the pattern these projectories take is very straightforward and you should be able to suss out where to hide to avoid them altogether.

DIRTY TRI





MR HELI





SILKWORM
CONTINUED:



Other problems that might pop in for a coffee occur at the end of Level Two when what seems like hundreds (at least five or six anyway) of tanks drop down from the sky with the sole intent of landing on either your jeep or chopper. This is, generally, a bad thing. The trick here is to keep the chopper roughly in the middle of the screen and when the first tanks appear, drop down low and shoot the ones appearing at the right hand side of the screen.

Doing this, and then when that part of the screen is clear, moving across to it, will save the chopper from the tanks appearing on the left. Simple really, and provided the jeep driver has enough intelligence to follow the chopper's pattern, he'll survive without any hassle as well. If your team-mate does his own thing watch him die and then beat him across the head severly with a copy of YS or something.

Balls. Yes really. Big black ones that bounce around menacingly at the right hand edge of the screen playing area. Balls that need at least four or five hits each before they blow up and vanish. As your craft progresses through each successive wave in the game, it will have several encounters with this type of alien craft who seem to genuinely enjoy crashing into you. Either run away as fast as you can or grab a twin weapon system or die. That's a pretty straightforward tip if ever I've written one.

In Wave 3 you'll find yourself confronted with a small alien which seems to float about a bit in the top right corner of the screen – blast it as soon as you can. Otherwise, after a few seconds, the damned thing will sprout rockets in right different directions and it's pretty likely that you'll be on the receiving end of one of 'em.

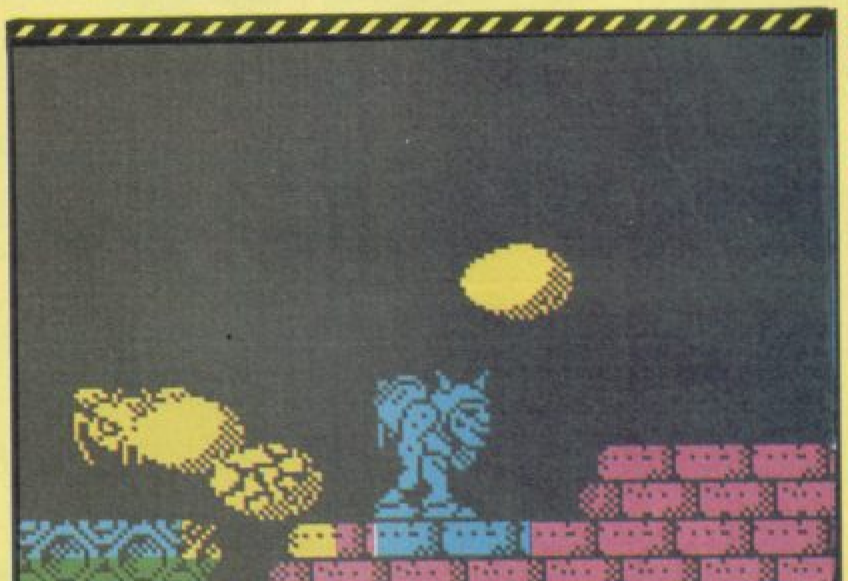
Also at the end of Wave 3, there are craft which seem to doze about for a few seconds and then zoom across the screen in your general direction dropping a crate full of bombs as they go – if your chopper or jeep is anywhere even remotely near this event, it'll get blow to pieces. There is one method of escaping this onslaught and that is to dive to the bottom left hand



CKS DEPT.



STORMLORD



corner and hide until all the bombs have reached ground level and blown up – provided you are tucked in close enough to the corner you might just find yourself living to fight on.

Other small tips you can make good use of include the use of smart bombs. These appear on the screen as small bunches. Useful huh?





In last month's 'legendary' *Dirty Tricks Department*, we brought you all the gumph and gizmo (whatever that is) you could ever want to help you complete Hewson's latest release Stormlord. Almost all of it that is. Well, Level One actually. Still pretty generous though eh? So this time around what could be more exciting than a complete playguide to all the little quirks and cranoids in Level Two? Exactly, nothing could be more exciting. Nothing. Naff all. Zilch. Not a lot. Sod all. Not even THAT. (That's quite enough thank you – JD).

Life's a bitch eh? No sooner does old Stormie arrive in Level Two, than he's surrounded by erupting volcanoes, spurting bouncy balls. You need to guide Stormlord to the left, waiting until the bouncing ball is moving upwards. This should allow you to move your guy underneath the ball before it begins its drop back to earth.



Surviving this, move onwards to the left and jump onto the nearest level. WATCH OUT! The ledges in this section will automatically crumble and collapse when you jump onto them, letting Stormlord fall down and onto the nearest man eating plant. So, get on and get off as quickly as possible if that isn't too rude a suggestion.

At this point in the game, you come up against a giant pillar which is far too high to jump over, but right next to it should be a key – grab it. Run back the way you came, avoiding the plants and bouncing ball until you encounter the pawn type baddies which appear at the top of the screen and drop down on top of you.

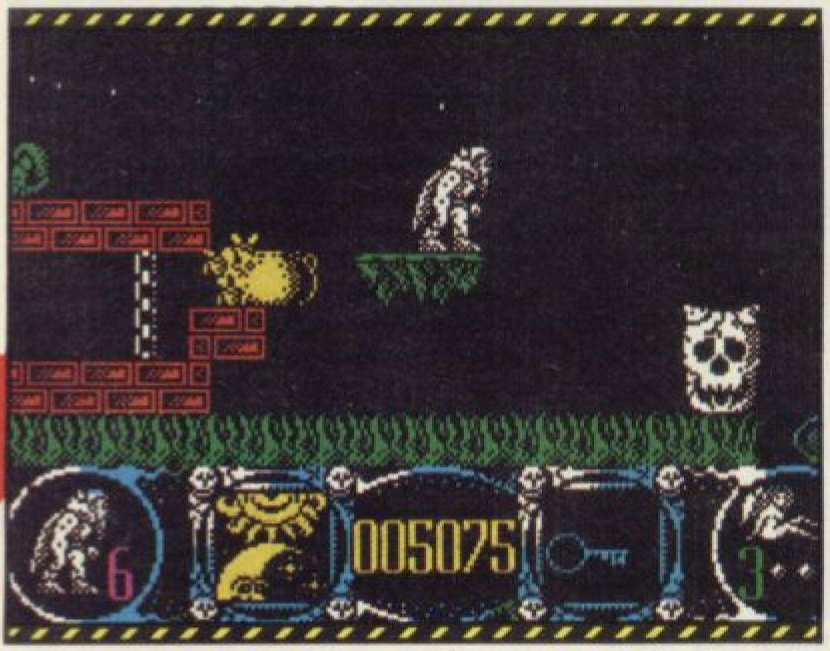
Once they reach the ground, they will leg it off to the right or left depending on what they feel like at that particular time. (I'm lying of course, there is bound to be some sort of

17

DIRTY TRICKS DEPT.

STORMLORD

CONTINUED



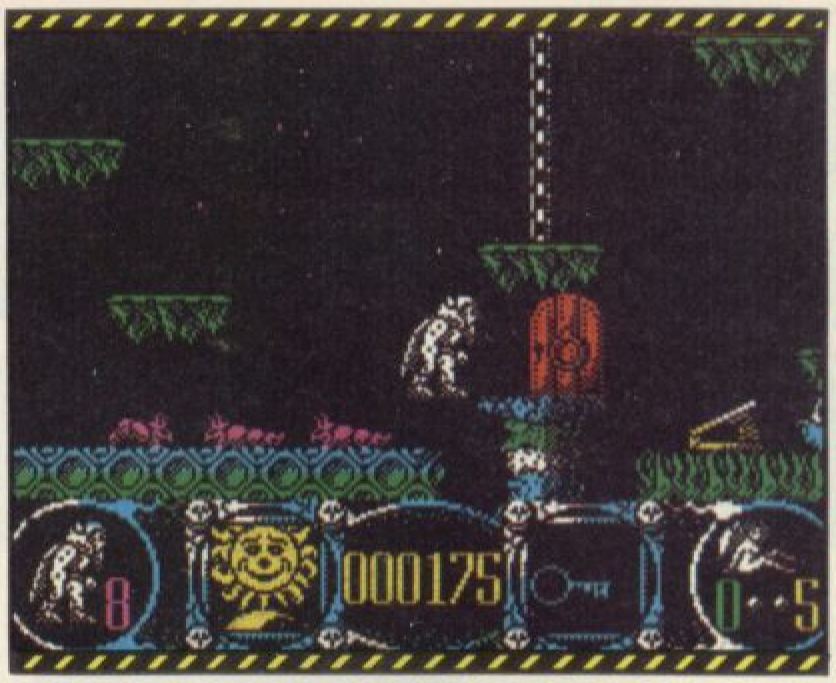
pattern, but who's stupid enough to hang around and suss it out?) Instead, run as fast as poss to the right hand edge of the screen when you spot a gap, remembering that you can defend yourself.

As you progress, you'll find yourself the first springboard. At the moment, you should avoid picking up the honey pot which lies nearby, that will come in use a little later on. So, open the door using the key you just picked up, walk on top of the fairy and then bang on to the springboard and dash away.

You now find yourself 'magically' transported right back to the beginning, which, at first, may seem a trifle pointless. However, once you've put your thinking bonce on, you'll realise that the pawn-type alien slimy creatures which come from wherever pawn-type alien slimy creatures come from nowadays, can run after you and climb into the little cave containing the fairy and springboard without you realising what's going on. That way you'll be concentrating hard to pick up the fairy when a pawn taps you on the shoulder and wheels you away to the funny farm. So (pause for breath) obviously the springboard is intended as a quick escape route back to the start and out of the way of danger. So use it.

Now that you are back at the beginning, you can pick up the honey pot. Leg it off to the right once more, get past the pawn again, but this time, instead of dashing into the cave to cringe and hide, jump up onto the cave roof. Keep moving to ensure that a pawn doesn't catch up with your man. Drop down off the roof once you reach its far right hand edge.

More pawns. Once more, the area is frothing and steaming and boiling and gurgling and any other adjective you want to mention, with pawns. They too follow some sort of pattern.



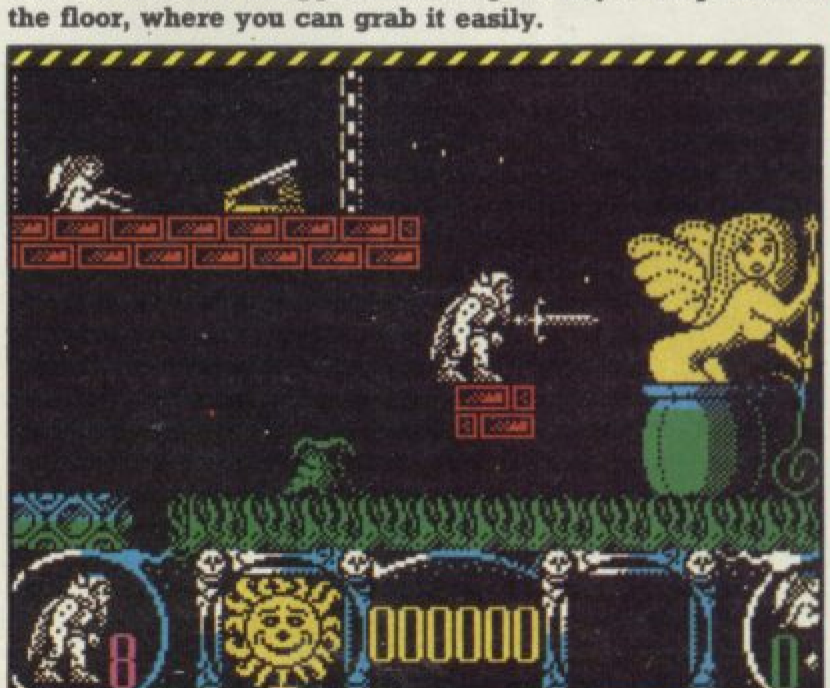
But whatever method you attempt to use to get past them, you need to pick up the little furry looking creature lying on the ground in the middle of the screen. This is the big jumper. Ooooooh! If you pick it up it allows you to perform big jumps. Ooooooh! Bigger jumps than normal. Ooooooh! This will come in rather handy later, believe me. So swap the honey pot which you are carrying for it, and then leg it back the way you came, avoiding the pawns.

Stormlord now needs to run right back to the beginning and on further still until he/she (you can't tell with the clothes kids wear today) reaches the ruddy big pillar described earlier. You can now jump up and over it using your 'big jumper'. Doing this will give you access to another section in the level. Here you are attacked by rodents as seen in Level One which can either be jumped over if you are feeling a bit energetic or, perhaps less glamorously, shot.

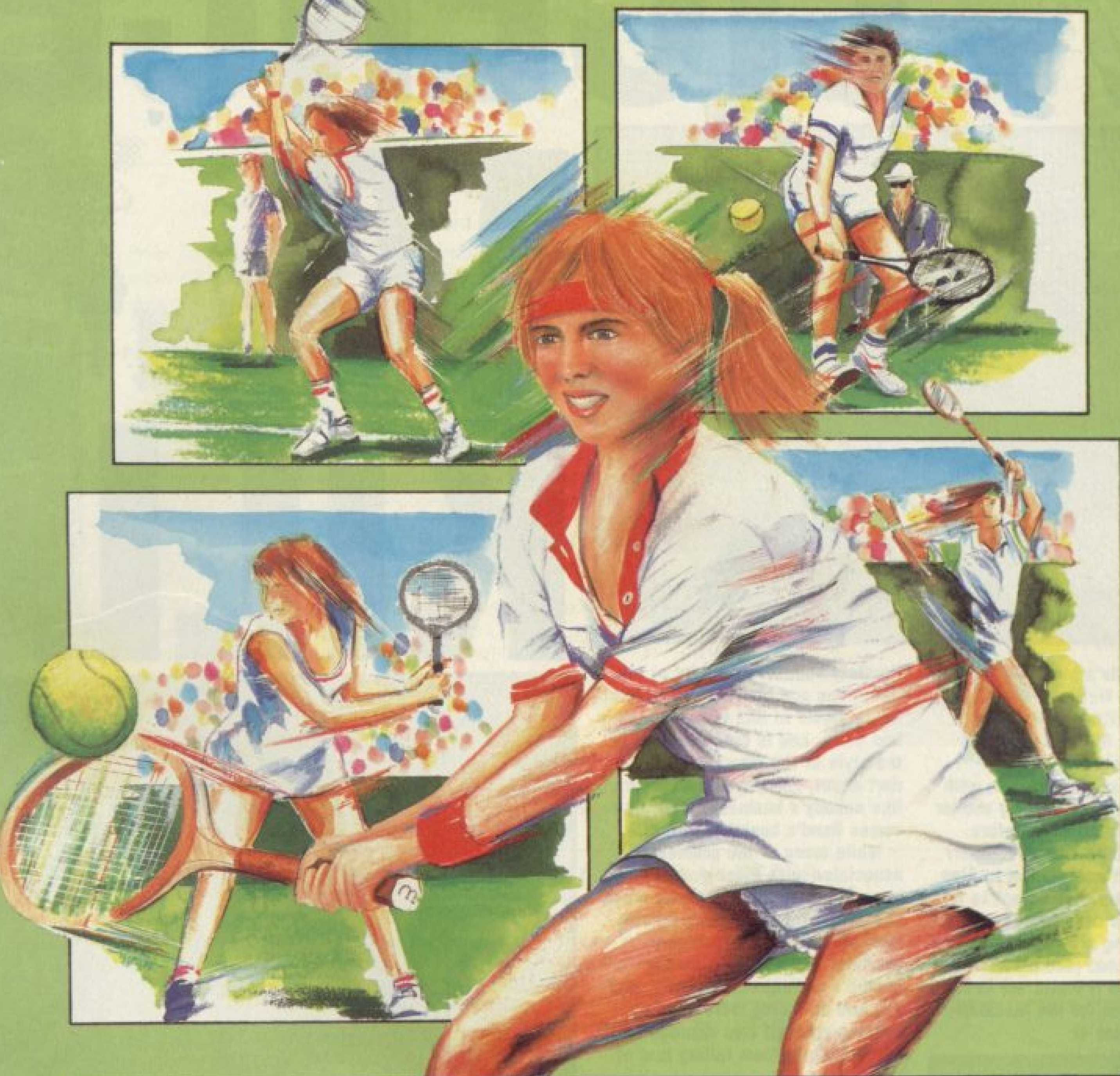
Jump over the giant sunflower plant and keep walking left until Stormlord reaches the umbrella. Swap the 'big jumper' for the umbrella and then jump on to the springboard to magically transport yourself yet again.

Once Stormlord reappears, jump up and grab the fairy situated on a ledge to his right. You can safely walk through the acid rain because you've collected the umbrella. Then drop down from the ledge and jog to the right. You'll be attacked by the usual flying dragons which, so long as you keep firing frantically, should present not too much of a problem. (Hee hee).

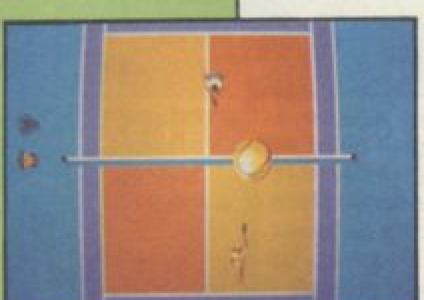
Once your man reaches the right hand edge of the level, you'll see a key which is hidden behind a pile of bricks. This may seem impassable, but once you walk into the bricks they will crumble and disappear allowing the key to drop down to the floor, where you can grab it easily.



PASSING SHOT™



Anyone for tennis?





Not 'alf! Image Works serves up another ace with this conversion of the Sega® coin-op smash.

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MSX (cassette)

Screenshots from Atari ST version

Image Works, Irwin House, 118 Southwark Street, London SE1 0SW.
Tel: 01-928 1454.

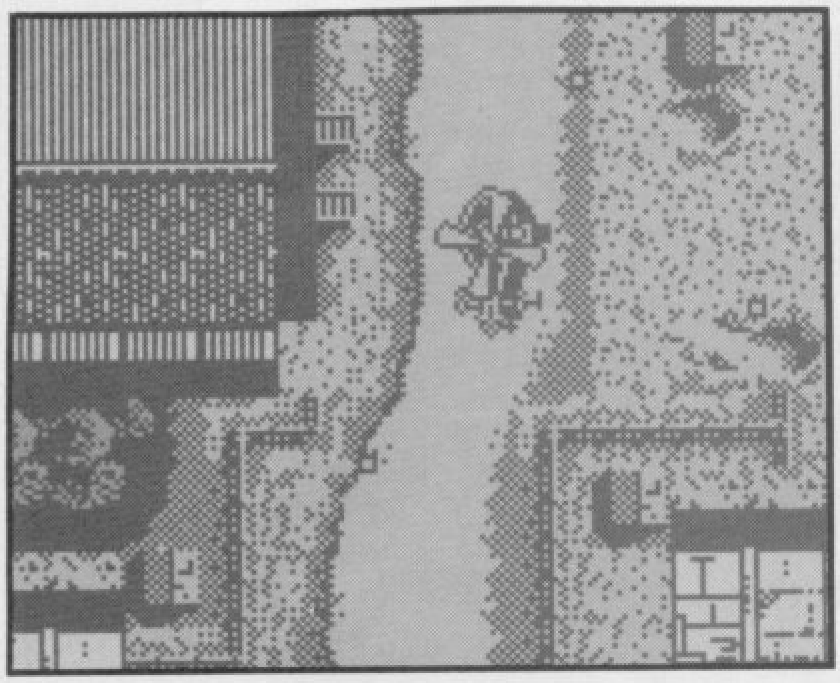
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GAMES REVIEW!

LICENCE TO KILL

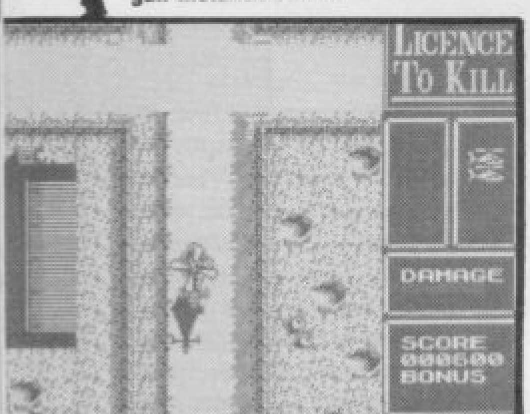




He's big. He's back. He's pretty bad too. Well, maybe I'm being a little harsh, but for me, the latest 007 outing just doesn't hold together.

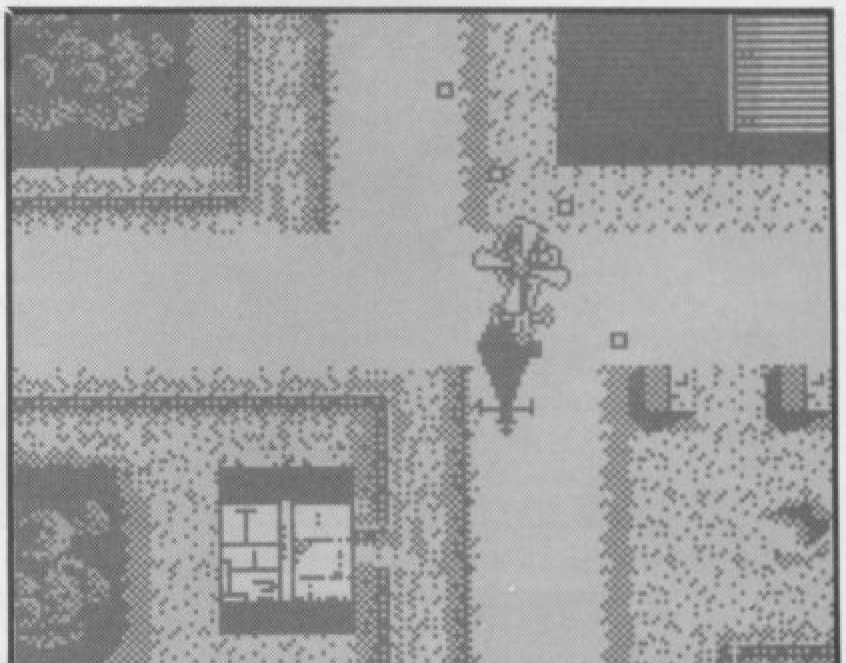
It's a three stage package, with subsections in each, largely similar to games we've all seen before.

Part one, stage 1 is a vertically scrolling shoot out, similar to Slap Fight and others. You've got to fly your helicopter over hostile enemy terrain, chasing arch baddie the smuggler Sanchez (and his beautiful girlfriend, as if it mattered) in his jeep. Watch out for the Machine-gun Installations of Predictableness, firing out at all directions and blowing you to bits. Being blown to bits is an extremely bad thing, and is best avoided. In the style of the Man Himself, you dart about, zooping and swooping like nobody's business. Well, like James Bond's business in fact.



While many of the problems associated with those games have been avoided; you can pretty much see where the bullets are coming from etc., it simply isn't very exciting. You can blow up the baddie's car extremely easily, and you end up losing more lives by bashing yourself into unpredictably high buildings than falling foul of the bullets.

The 2nd stage of Part One involves a lot of running around and shooting, Bondy is on foot, and picking off the bad guys with his famous Beretta. Actually, this bit is pretty good. Although the graphics are completely liny, the sighting of the gun is excellent, a little circle indicating the approximate position of the fall of your bullets. You can take cover behind packing cases and debris and pick up spare ammunition.



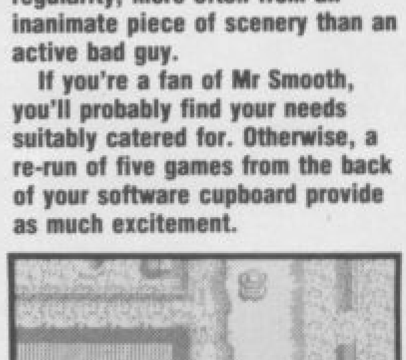
Make sure that you don't leave yourself short on bullets at any stage; this is a sure-fire route to doom as Sanchez' henchmen will polish you off double-quick.

The next stage is thankfully closer to Bond's traditional exploits. You've got to prevent the evil Sanchez from fleering to Cuba by hooking a tow-tope onto the back of his plane. Not as easy as it sounds. Nigh on impossible in fact. If you're not absolutely spot-on target, you're done for.

Later stages in the game involve more high-risk antics like waterskiing behind seaplanes and chasing drug-laden lorries through treacherous terrain.

While there's a lot of variety in the package, and you are able to re-enact most of the memorable moment from the film, the problem with I.T.K. is that it just doesn't hold together. I found I was getting myself killed with questionable regularity, more often from an inanimate piece of scenery than an active bad guy.

If you're a fan of Mr Smooth, you'll probably find your needs suitably catered for. Otherwise, a re-run of five games from the back of your software cupboard provide as much excitement.



ARCADE REVIEW

FAX BOX

LICENCE TO KILL *Label:* ***Domark*** *Author:* ***In House*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
72	70
55	57
PLAYABILITY	LAST ABILITY

Better than previous efforts, but hardly a premium Bond. (Arf)

Reviewer: Jim Douglas

OVERALL **60**

10 20 30 40 50 60 70 80 90

SUNEWS



ITTTTTT'SSSSSS.....

As exclusively revealed by our 'I was there' OAP Correspondent

It's.....Monty Python's Flying Circus – the Spectrum Game! What? You've never heard of them? Well, that's not very surprising is it because Monty Python was a classic TV comedy series that was made in the early 1970's. But almost 20 years after the event, the wacky, crazy, zany Python boys – John Cleese, Eric Idle, Terry Jones, Terry Gilliam, Graham Chapman and Michael Palin – will be turning up in glorious technicolour in the privacy of your own home.

The fact that everyone that buys computer games was busy doing sperm impressions at that time has not put off those Children of the Seventies at **Virgin Mastertronic** however and they are going to be knocking out a game based on the wacky, crazy, zany antics of the **Python** team for your delectation later this year.

Edited highlights of the game, we predict:

1) Upper class twits race
2) Ministry of Silly Walks bit
3) An event involving a parrot
4) And Cheese
5) An Eliza program – designed to argue
6) Value-added voucher – 10p off Spam

Virgin strongly denies*, despite intense press speculation, that whoever had the idea of licensing **Python** was a complete prat. A spokesperson enthusiastically commented, "I'm sorry he's in a meeting – can you call back on Monday."

Any rumors that **Virgin** also is pursuing investigations to licence The Goon Show, Round the Horne, I'm Sorry I'll Read That Again, The Liver Birds, Steptoe and Son, Man about the House and **Jesus Christ Superstar,** will be sent home to bed without supper.

*probably – we couldn't really be bothered finding out.



Wayne's Thing

Hello Everybody! Thanks for taking the time to read my bit this month – I want you to know that I really appreciate the time and effort you are spending looking at this, and anytime you want 10p for a bus fare to the station or something, I'll be only too pleased to lend it to you, as long as you give it back in the end, cos I don't have much left over after buying all the big boys at school sweeties (so they won't beat me up), buying my copies of Just Seventeen and Smash Hits and keeping well stocked up with Topex.

Anyway, where was I? Oh, yes – what a lot of very interesting things have been happening this month in the 'white heat of technology' arena of the World of Sinclair.

DOMARK IN BANK

DOMARK IN BANK MANAGER SCANDAL MEGA-LICENCE DEAL PART TWO SHOCK

By our 'made-up-stories' Correspondent

Domark – Licensed to make a Killing – has bowed to pressure from its bank manager and thought up another idea, over a six hour champagne lunch, about how to make even more mega-bucks this Christmas.

Commented **Mr W Smedley Snr,** manager at Cricklewood branch of the **United Reformed Bank of Lithuania** – "**Domark** has been a very difficult customer for us. First of all we had to get a new computer in at head office to deal with it's account, because the old one could only count up to £100,000,000. Then, two years ago, I had to employ 15 extra staff just to count all the money they made from **Trivial Pursuit.** Now they've almost finished that job, I thought it high time to remind **Domark** it was time to think of another idea to make humungeous amounts of spondolicks."

Tough words indeed, bu **Domark has risen to the challenge and licensed the computer game rights to yet another smash-hit board game – Pictionary.**

In this game you are secretly given an object or concept to sketch – and other people have to guess what it is from your scrawl. In the board game it's done with a pad and paper. In the home computer version you'll be doing it on screen, with a built in art package!

Surely destined for success, it should be out in time for the PC Show at the end of September. A confident **Smedley Snr** commented, "What did you say your name was again?"

WHERE IS ALL THE BLEEDIN' SOFTWARE SCANDAL – REVELATION

By our '30 line fill' Correspondent

In a revealing expose of one of the most sordid scandals ever to be uncovered in the history of computer entertainment software – the SU News Inpub team can now tell you, the games buying public, why there aren't ever any good games around in the Summer. BECAUSE IT'S TOO HOT!!

Commented a **major software developer,** speaking from her Barbadian beach house, "Listen sweetie, if you think anyone any good is going to sit slaving away in front of a hot monitor while the weather is in the 90's – make mine a double will you – you've got the wrong idea of this industry completely."

This opinion was backed up by another **leading game company proprietor,** contacted at an unknown location in the Mediterranean. "Of course it's too bloody hot for the boys to program – go and put some clothes on, luv, will you – but it's not the human factor that's the problem, it's not the human factor that's the problem, it's the tapes. Y'see, in the heat, all the little magnetic particles that carry the data on the tape, jump up and down a lot and get very naughty. Vital data can be changed, making the graphics crude and blocky and scrolling exceptionally flickery. So we all go on holiday."

When confronted with these allegations, a full and frank confession was obtained from software **Mr Big** talking from a scenic location in South Dorset. "If you try reversing the charges again I'll sue – and how the hell did you get my mobile phone number?", he stated.

More SHOCKING revelations next month.

Everyone's been talking about what they are going to be trying to sell you and me and Gran at Christmas. As usual there's a lot of those coin-op arcade licences about as well as film and stuff. I don't know. Doesn't everyone realise that a good printer driver beats these silly arcade games any day of the week?

*Mr and Mrs Activision have been very busy – and they think that their version of **Power Drift** is going to be the favourite with Santa. And I don't know about the game, but I'm going to start queuing at the local to see **Ghostbusters II** (it's out early December) at Bonfire Night! I'm that wacky! Really!*

*The Domark's think **Hard Drivin'** from them will be good, and Ocean have got coin-ops like **Chase HQ** that will be quite exciting, I expect. US Gold think that they've got some good stuff as well – Capcom titles like **Black Tiger** and **Ghouls and Goblins.** Doesn't that sound like fun?*

I think it's unfair that only one game can be number one anyway – I mean – it'll really spoil someone's Christmas if their game isn't top. Why don't all the software houses get together and make all their games joint number one! Then they'd all sell lots as well!

What I grow up, I hope to be a Management Consultant, you know. Bye for now,

Love Wayne. xxxx

GET INTO THE PC SHOW BLUMMIN CHEAP!

Everyone knows that the PC Show is one of the most important events of the year. We know it too. It's where all of the new games are released after the summer holidays. It's where you can get the very latest information on the new titles that the Big Boys are working on for Christmas, and you can get crushed in the thousands of happy show-goers that fill the venue.

Yes, it's easily the most important date on any gamers calendar. And we thought it was about time that we said Hello to you. We're on stand 3443, in the Leisure Hall (man) and we'd love to have a chat with you. So why don't you pop along to the stand and pick up any back issues that you may not have, including all those scrummy megatapes you missed the first time round and were too lazy to send off for?

We'll all be on the stand, Sexy Jim, Sexy Al and Sexier Tim and you'll be able to come along and point out exactly where you think we're going wrong, going right or going off our rockers.

And we'll also have a whole bunch of arcade machines of the latest license games so you can check out the original before seeing what the converting software houses have managed so far.

And of course we're going to let you in for a truly paltry price. Just snip out the coupon below and show it when you enter the show and you'll be entitled to 50p off your admission fee.

The Costs:

Admission price (with this voucher) is £3.00

The Dates:

You can use this voucher on 30th September and 1st October

The Place:

The PC Show this year is to be held at Earls Ct. There's an easy tube service and signposts all over the place.

The Rest:

Only one voucher may be used towards the purchase of a Show ticket.
No photocopies are permissable.
The Show organisers reserve the right to refuse admission.

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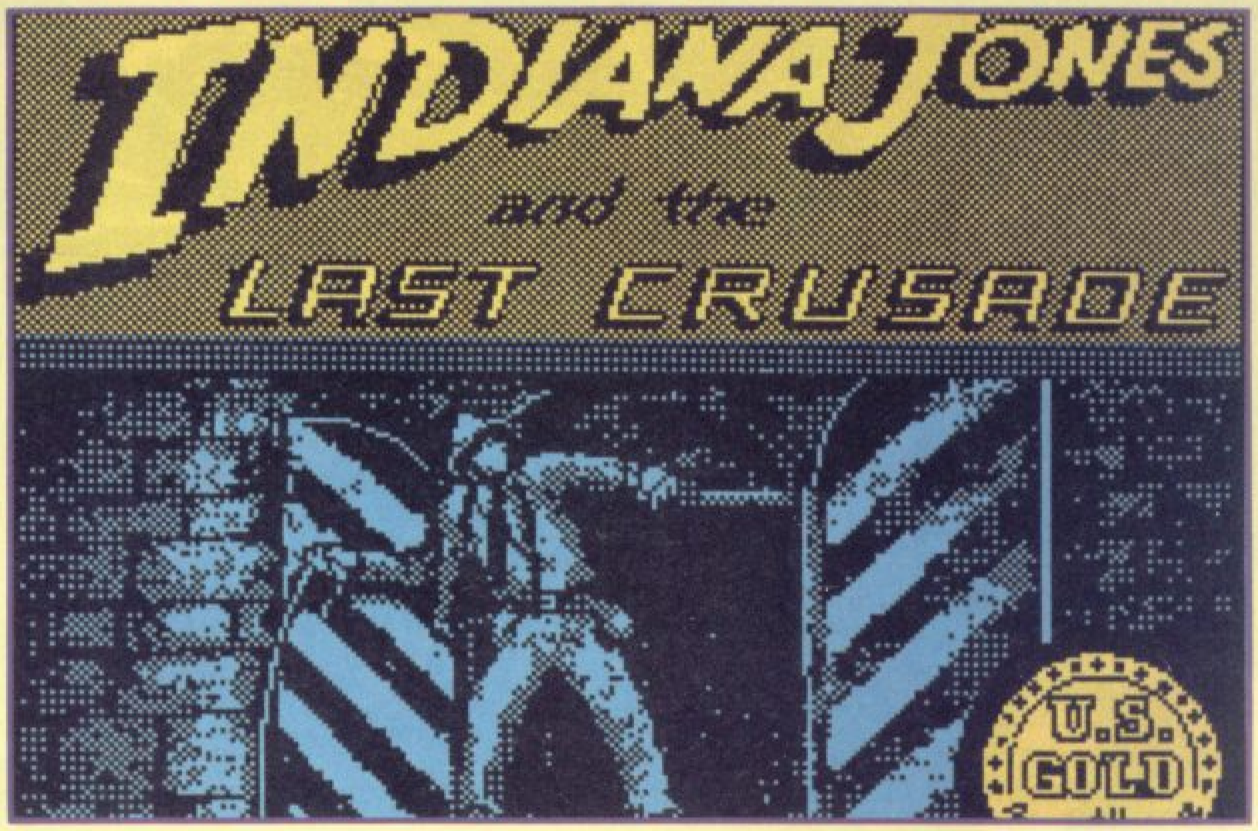
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GAMES REVIEW!





“Indy's back,” the ad campaign shouted from the rooftops, “And this time he's bringing his dad!” Strange, as far as I can tell there isn't a hint of Conneryness to be found anywhere, which is by no means a bad thing. After all, no-one wants to see the movie just to see Indy's dad.

As you probably spotted from our demo last issue, Indy is quite a guy. He can walk left and right. He can jump. He can climb up and down ropes. He can crack his whip. He's even been known to throw a punch or two when necessary. He's quite a versatile guy. And so he needs to be, because he's got quite a bit to get through. No less than four exciting scenarios from the exciting movie. You play the part of the lad himself, firstly in the form of the young Indy, partaking of the Cross of Coronado, which drops you deep down in a maze-like warren of caves, hunting a mysterious ankh. Guards not completely dissimilar to the thuggee are dotted about in prime positions just waiting to get a shot at you. Find the ankh and get out, and next you'll find yourself slap bang in the middle of an ancient temple in a way not a million miles removed from Heroes Of The Lance. Then to a slightly more up to date maze, racing around a Nazi Zeppelin, punching out guards and climbing ladders all over the shop. Finally comes the big one. The race through a Raiders Of The Lost Ark-like tunnel, leaping over and around traps in the search for the Holy Grail.

INDIA



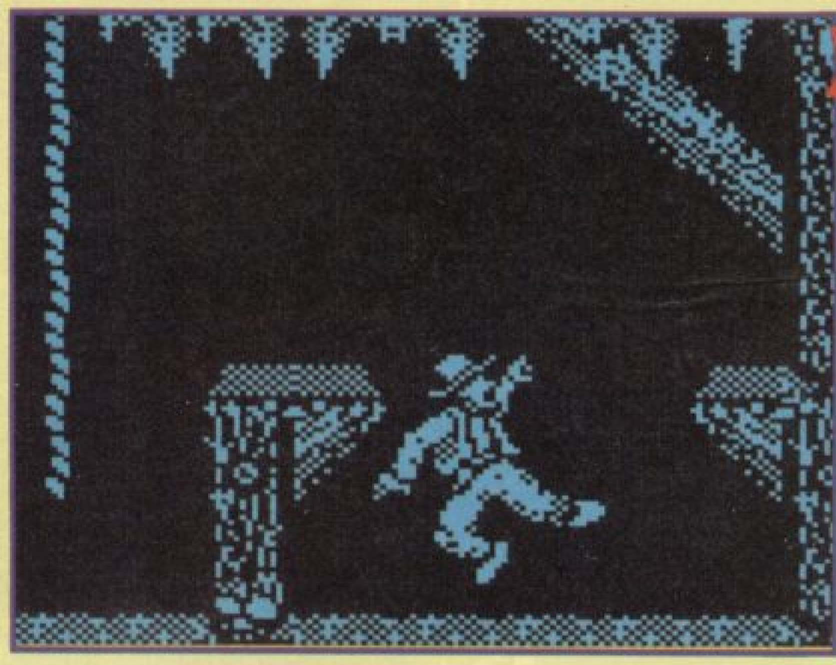
Probably the game's strongest point is its visual side. Quite a few nicely digitised piccies adorn the game. As for the main sprite – it looks like Indy. It walks like Indy. It darn well IS Indy. Even when you leave the joystick it looks out at you in an Indy sory of way (yeah, ok Tone!?! – Al).

The backdrops are really nice too.





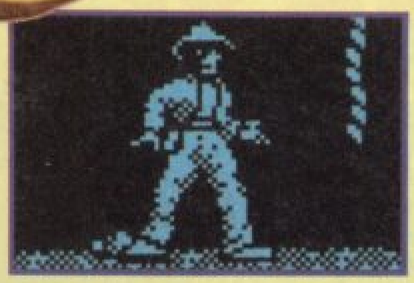


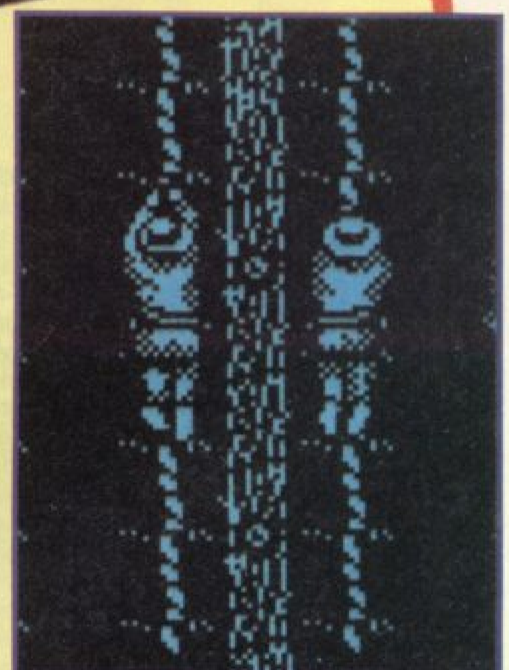


The rocks and urns look very realistic, as does the interior of the Zeppelin. On most of the levels, the scrolling is normal, nothing outstanding, just regular. But on the Zeppelin level it's great. The Zeppelin bops up and down constantly, as well as having four way scrolling when you move, so as you can probably imagine, that's quite an impressive image.

I've raved about the plot, and I've raved about the graphics. But what of the game? Well, if you're after a fast paced action arcade game, you'd better steer well clear.

NA JONES











However, if you're after something that's a little more paced, but requires a great deal more brainpower, then step this way sir, I think we might just have one to fit you.

Rather than being one set route, the paths to be taken on each level are many, and as you are given absolutely no indication as to where you are supposed to be going, it's down to trial and error as to whether you get there. However, beware! There are certain places you can get to and can't get out of, so be wary about dropping down holes or climbing high blocks.

It's good fun, and though not furiously addictive, or an essential purchase, it is a worthy one. Indiana Jones and the Last Crusade captures the feel of the whole Indy character, and I look forward to seeing the adventure game.

ARCADE REVIEW

FAX BOX

INDIANA JONES AND THE LAST CRUSADE** Label: **US Gold** Author: **Tiertex** Price: **£8.99** Memory: **48K/128K** Joystick: **Various

GRAPHICS	SOUND
86	79
82	76
PLAYABILITY	LAST ABILITY

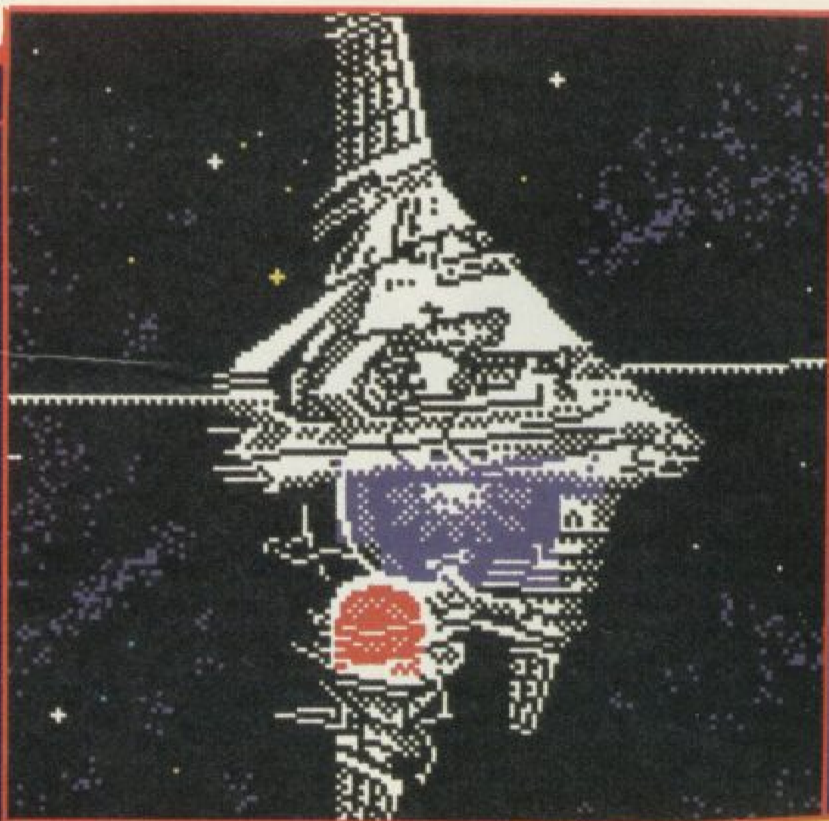
Enjoyable arcade romp. Whip crack away indeed!

Reviewer:

OVERALL **80**

10 20 30 40 50 60 70 80 90

GAMES REVIEW!



Not one to lie down, the Egron's have returned, and this time they're badder than ever. With a larger pirate fleet and more advanced interspace weaponry, they're just a bit more fearsome this time. The only problem is, Novenia haven't actually managed to get their space fleet into any sort of battle worthy state. After all, they did take a bit of a beating after the original Starglider.

This is where you come in. The powers that be have decided there is only one way

STARGLIDER2

to beat the bad guys for good, and that's to hit them with a super-powered neutron bomb. All they need now is someone to build it.

Funnily enough, there are people who are more than happy to build a bomb for you. At a price. And what a price. A huge list of items comprising flat diamonds, cans of fuel and mechanical whales are required in return for the blasty gear. And there's your game.

First of all, locate the bomb-builders. These are found in one of the tunnel networks dotted about the planet you've been plonked on at the beginning of the game. When found, these people will give you a list of items they need. Make a note, and then it's out into the wide black yonder.

So off you pop into space, to reach all the other planets and moons that litter the solar system of Novenia, and what an impressive place it is. The huge gas planet of Millway, with its moons and asteroid belt ring playing a major role in the production that is the Novenia system, seocnd fiddle to the sun (oh, good grief – Al).

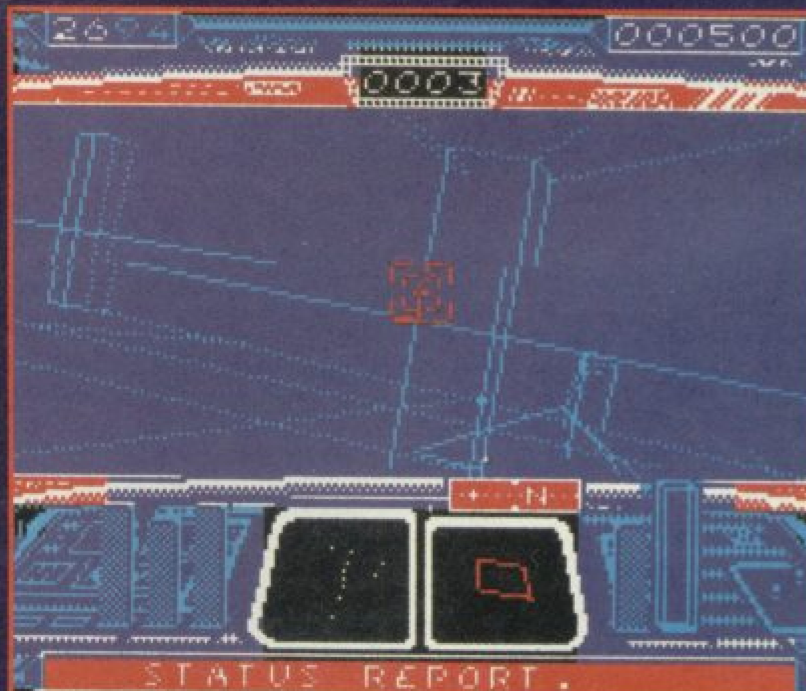
And now we move to what I consider to be the game's strongest point – the graphics. How do you convert superfast sixteen-bit colour filled vectors to a Spectrum? Simple. Use hidden line vectors rather than filled or shaded, and make the whole thing monochrome. Could it possibly work?

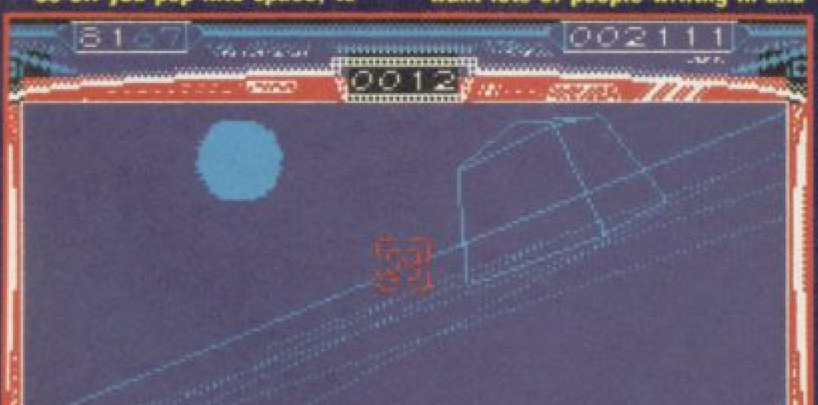
Indeed it does. Call me mad (well, don't) but I think the game works a lot better on the Spectrum than it did on the Amiga or ST. Now, I don't want lots of people wriitng in and saying "The Amiga graphics were a lot better". Yes, I know, but, the point I am trying to make, is that the game itself comes out a lot better in its eight bit incarnation.

The graphics are surprisingly fast considering there is so much going on at the same time. Other craft are 'there'. Walkers are real. Small potholes in the chequered landscapes are almost real enough to make your steering wheel shake.

And how does it play? Brilliantly. There is just so much going on, you could quite easily sit and play for hours. I love it. Mind you, I didn't like it at first. I thought it was crap. Then after I managed to get somewhere, I started to really get into it.

Although Starglider is in no way brilliant, and is far from perfect, I think it's bloody good. Worth checking out if vetors are your thing■





ARCADE REVIEW

FAX BOX

STARGLIDER 2 Label: **Microprose** Author: **Argonaut** Price: **£14.99, £17.99 disk** Memory: **48K/128K** Joystick: **Various**

Involved 3D fantasy space blast shoot-'em-up. Fun, and pretty lengthy too.

GRAPHICS	SOUND
91	78
82	81
PLAYABILITY	LAST ABILITY

Reviewer:

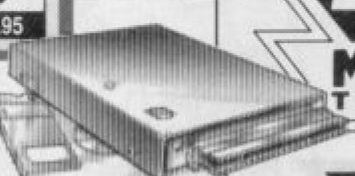
OVERALL **81**

10 20 30 40 50 60 70 80 90

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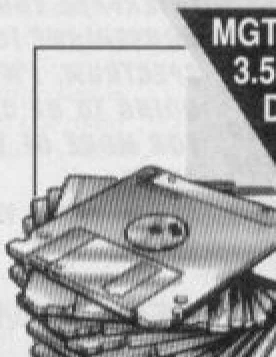
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S/09



GOOD GRIEF, A MOAN

Dear SU, You people must be awful judges of quality. Whoever produces the Megatapes should be immediately forced to listen to the complete works of Tom Jones, twice.

The Virus demo on Megatape 6 was non-existent, the Technocop demo on Megatape 10 does not work, but now to take the gooseberries, Electric Bingo II is naff! When you finish the game and try to enter in the code from the front cover nothing happens. The cursor will not move around the icons and if you press a wrong key the game crashes.

Unless you sort out the Megatapes I may have to take serious action. No, I won't defect to YS (rake throat, spit on dog), I'll come round and give Wayne a good duffing. If you don't print this letter Wayne and make me a famous megastar I'll rip down all of your Kylie Minogue posters.

Nicky Bell
Gwent, S. Wales
P.S. Alison Skeat, I love you.

● JIM SAYS: "RIGHT, LETS DEAL WITH YOUR POINTS ONE BY ONE. OH, LET'S NOT NOTHER. ALL I'LL SAY IS THAT IF YOU THINK PLAYABLE DEMOS OF INDIANA JONES AND BATMAN DON'T BEAT THE PANTS OFF EVERYTHING ELSE AROUND, YOU'RE A VERY STRANGE INDIVIDUAL."

● ALISON ADDS (IRRELEVANTLY), "THANKS NICK I THINK YOU'RE PRETTY YUMMY YOURSELF. I SEE YOUR PHONE NUMBER IS ON THE TOP OF YOUR LETTER AND YOU'VE STATED THAT IT'S FOR MY USE ONLY. THING IS, I'M A BIT SHY, SO I THINK YOU'D BETTER KEEP SENDING ME LETTERS UNTIL I BUILD UP THE COURAGE TO CALL".

YIP YIP MEGA 17 IS GREAT

Dear Wayne, Denizen on Megatape 17 is megacool (for once). The way you blow up is cool. The maze is cool, the graphics are ok and the sound is alright. It's the best Megatape so far. I've spent hours of fun on it.

Stephen Fairclough
Westhoughton
P.S. How do you get more energy?
P.P.S. Your mag is megacool.

● JIM SAYS: WASN'T YOUR MUM IN CORONATION ST?

GOOD GRIEF, ANOTHER MOAN

Shut up Wayne, I've a few points to make...

1) Have SU struck a deal with Interceptor/Players? Interceptor reduce the cost of Megatape production if you stick their material on the tape, eh? (Birrov cheap publicity there, I don't think so).

Players stugg is on tapes 8, 12 and 16. This matches where you have to send tapes 8, 12, 14, 15 and 16. I suppose tapes 14 and 15 were spared Player's code in case someone suspected.

2) Tim Noonan's titles may be colourful but they are flippant and lack quality. Take the Write Stuff heading for example. How old is that, by the way? He draws the SU team and Wayne craply as well.

3) No wonder The Sorceress (Tony Dillon) has no space to print hints and reviews – too much space is taken by trivia '...and I turned him into a frog' nonsense (yawn).

4) How about some serious articles, like programs and hardware news?

5) Now you're in first place (well done) you can tell us your ABC, and who is second and third.

6) Wayne's boring now – next.

Jon Powis
Bournville, Birmingham
P.S. I dare you to print point 1).

● WAYNE SAYS: YES. HARDWARE ARTICLES. I THINK THERE'S DEFINITELY NOT ENOUGH ARTICLES AROUND EXPLAINING HOW TO INTERFACE YOUR HOUSEPLANT TO YOUR SPECTRUM. I'M CERTAINLY GOING TO BE CAMPAIGNING FOR MORE OF THAT SORT OF THING.

● JIM SAYS: YOU'LL BE LUCKY.

HELLO, I'M MR. MAD

Mornin' spazo, There's a couple of things that I can't stand in your mag (oh, here we go again – Al). Take, for example, the type of person that complains about your review of a fifty year old game that went out with the Bee-Gees. Like, "I think your review of Jet Pac was a little unkind...", or something. Then there are the people who say, "Yo Kami", and people who complain about swearing, and people who stink, and generally just people.

Mr Mad
Madsville

● YOU'RE MAD!

GRIZZLE WHINGE GRIPE

Dear SU, I would be very grateful if:

1) You could tell me the address to send my faulty Megatape 17 as I couldn't find it in the last issue.

2) You could print more pictures of Alison 'Sultry Temptress' Skeat.

Roger Mellie
Northampton
P.S. Bring back Kamikaze (oh look at me, I'm a psychopathic Rupert) Bear so we can take the mickey out of his stylish Mickey Mouse alarm clock.

● WAYNE SAYS: SORRY I FORGOT THE ADDRESS ON THE MEGATAPE PAGE. JIM HAS GIVEN ME A GOOD PUNCHING SO I'LL REMEMBER NEXT MONTH. THE ADDRESS IS: SPOOL, FIRST AVE, DEESIDE INDUSTRIAL PARK, CLWYD CH5 2NU.

● JIM SAYS: IT'S BAD ENOUGH HAVING TO LOOK AT SKEATSIE EVERY DAY LET ALONE HAVE HER MUG GRINNING OUT FROM THE PAGES. YOU MUST BE A REALLY STRANGE GUY. BY THE WAY, AREN'T YOU THE ONE ON THE TELLY?

MR. DISAPPOINTED

Dear SU, I am writing to say how disappointed I am about the way some software houses can't be bothered to put a decent completion screen on their games.

When I brought Last Ninja 2 last year I was thoroughly impressed with the game. But as soon as I completed it all the appeal vanished as the screen flashed twice and a message appeared and then the game went back to the beginning of the last level. I could not believe such a good game had such a duff end screen.

I haven't played Last Ninja since that night of sorrow. As this game cost £12.95 I though it should have had a separate tape to load up a picture and a scrolly message.

As my brother owns an Atari ST all his games have an excellent completion screen (Barbarian„for instance), so he has nothing to worry about.

I know the speccy is the best 8-bit micro and having a good end screen is well within its capabilities. I hope to be upgrading to a PC Engine and a CD ROM unit and I am guaranteed a good end screen.

If only software houses put more effort into their games less people would be changing their computer, like me.

Mark Cadier
Folkstone, Kent

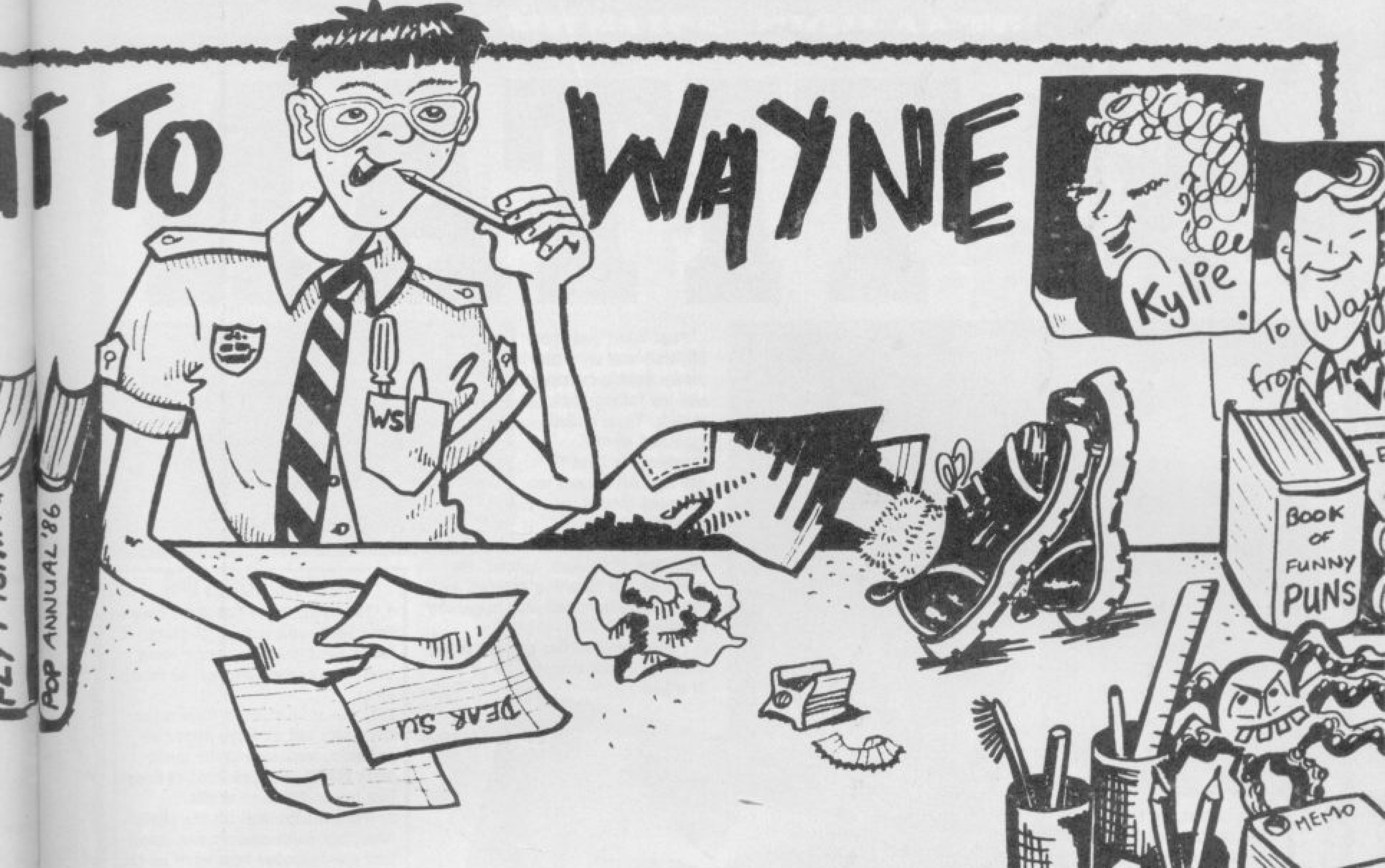
● JIMS SAYS: "YOU MUST BE OFF YOUR ROCKER. SURELY YOU CAN'T SERIOUSLY BE PLANNING TO ABANDON THE SPECTRUM BECAUSE SOME OF THE END SCREENS AREN'T GOOD ENOUGH.

A FAN FOR WAYNE

Now I'm not going to start off by slagging you off. In fact, most people call you a spaz but I think you answer the letters in a much more sensible way than that deformed bear, and also, you are not rude to your readers.

Now I have been collecting your magazine for 2 years and have entered all of your competitions. I have spent about £20 on stamps, and what have I won? Nothing and I'll tell you why. Because so many people enter. Perhaps you could restrict the entries to the first week, and then I'd have more of a chance of winning something.

Perhaps it is because I send my entries in a letter when you always ask for them to be stuck to the back of a postcard. Please



answer this. Can I send entries in a letter or do they have to be on a postcard?
Martin Bostock
Erdington, Birmingham

● WAYNE SAYS: THANK YOU FOR SAYING I'M SENSIBLE, THAT MUST BE BEST COMPLIMENT I'VE EVER HARD. DON'T SAY THE BEAR IS DEFORMED, HE'LL GET EVER SO UPSET. AS FAR AS COMPOS GO, IT'S JUST THE LUCK OF THE DRAW, SO DON'T GIVE UP MARTIN. WE'LL ACCEPT ALL TYPES OF ENTRIES, THOUGH WE WOULD PREFER THEM ON POSTCARDS.
● JIM SAYS: DOESN'T YOUR DAD MAKE GLUE?

OU EST PROGRAM PRINTOUT?

Dear Wayniepoo, You could be a cool dood* if you print this letter. Anyway, I am very annoyed because I have recently realized that Program Printout has disappeared.

I have only just realized because I have been asleep for ages (ain't that the truth – JD) and I only awoke when my mother had been to the newsagent to get my subscribed magazine.

I would do anything, even pay an extra 50 quid to have it back. My favourite was Astro Battle. Can you please please please please try and do womething because I have had no luck getting any of them to work (well that's YS all over – JD) I liked typing them in.

Wayne, you'll be considered a weakling and naff if you don not print this letter. If you bring back Program Printout I won't have to betray SU by buying YS.
Anthony Carter
Hastings, Sussex
P.S. SU IS MEGA – CRUCIALLY COOL
*Well maybe if you try.

● WAYNE SAYS: YES YOU'RE CORRECT, PROGRAM PRINTOUT HAS GONE AND THE STONE TABLET YOU WROTE YOUR LETTER ON ONLY JUST FITTED THROUGH OUR LETTER BOD. JIM TOLD ME TO SAY THIS AS I'M NOT VERY GOOD AT SARCASM.
● JIM SAYS: WASN'T YOUR DAD ONCE THE AMERICAN PRESIDENT?

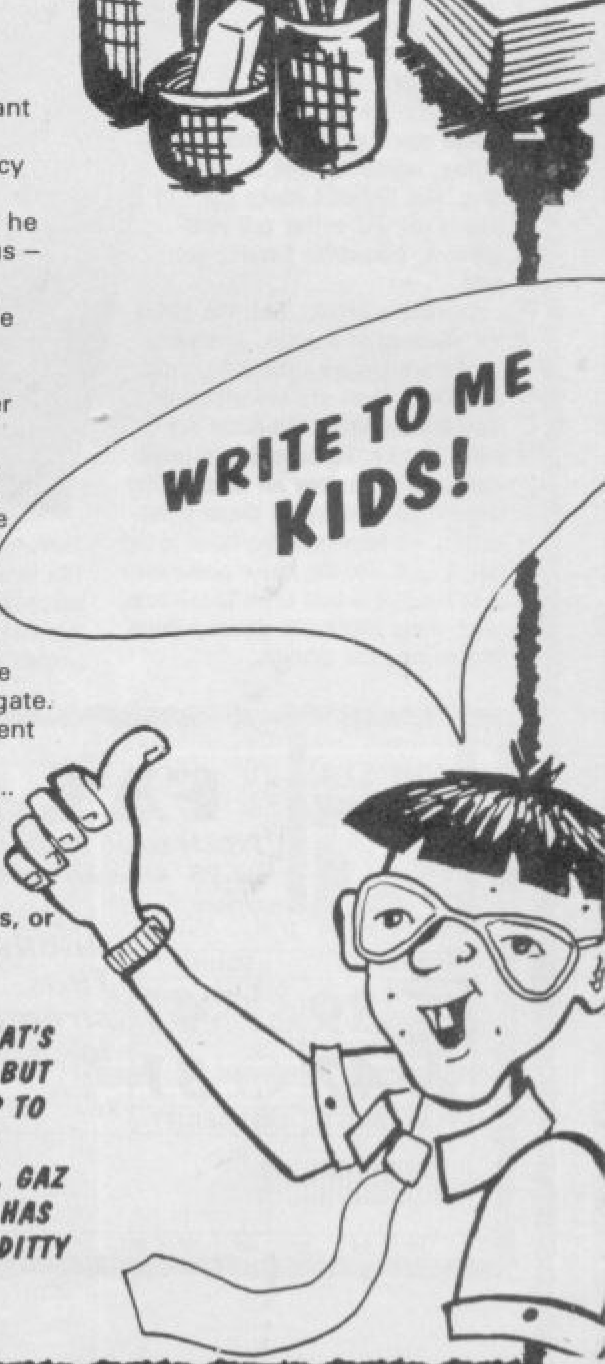
TIME FOR A POEM I THINK

Dear Wayne, I thought I could write a poem as well as David Robinson. Hope you like it.

If you're really blooking fed up
and it's too much to bear
Don't be a stupid wally
and buy Your Sinclair.
Get on your bike this instant
and do not despair
'cos I know a certain speccy
mag
who really do care (who's he talking about, surely not us – JD)
Or if you're looking out the
window
and it's starting to rain,
don't stay there any longer
it'll drive you insane.
Don't even kill your sister,
even though she's a pain.
You need something more
worth while
to fill your brain.
This really awesome mag
its name I'll have to state
You smash a five foot hole
right through the garden gate.
Then hutty to the newsagent
and don't be late.
Can't hold on any longer....
oh well, SU is GREAT!!!!

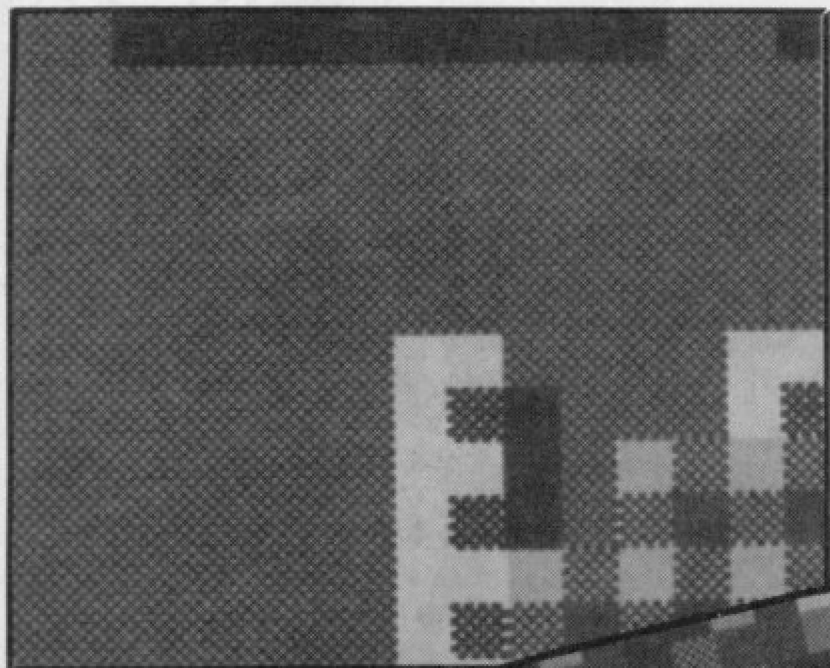
Martin Bell
East Grinstead, Sussex
P.S. You'd better print this, or else!! You might hurt my feelings bòo hoo.

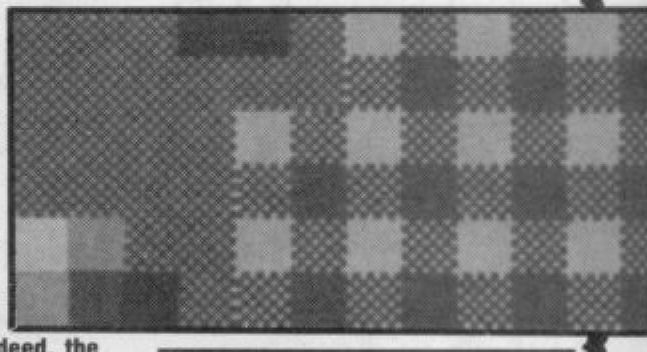
● WAYNE SAYS, COO THAT'S REALLY GREAT MARTIN, BUT I'M NOT SURE IF IT'S UP TO THE STANDARD OF THAT WONDROUS WORDSMITH, GAZ SMITH OF ILFORD, WHO HAS SEND US ANOTHER FAB DITTY THIS MONTH.

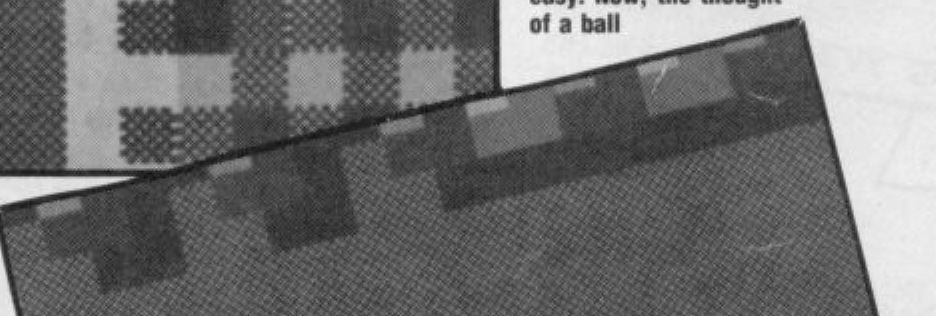


GAMES REVIEW!

TITAN







Titan is fast, colourful and destructive. It features mega-fast smooth scrolling, more colours than a Spectrum actually has and dozens of levels.

And now the bad points. It's boring, repetitive and far too easy. But before I really start to slag it off, I'd better tell you about it, otherwise I won't get paid.

You are a block. You, the block, are situated in a maze. The early mazes are simple, like a box, and the later mazes are more complex. Also dotted about the maze are other blocks. To complete a level you have to destroy all these other blocks. To destroy all these other blocks, we introduce the twist in the tail, a ball. So, the basic game idea is to bounce a ball off a block into some other blocks to destroy them. Sounds original enough.

But no, that's not the whole story. There's even more to it than that. The maze actually covers loads of screens, and you can scroll all over the place at really high speeds. Cor, sounds brilliant!

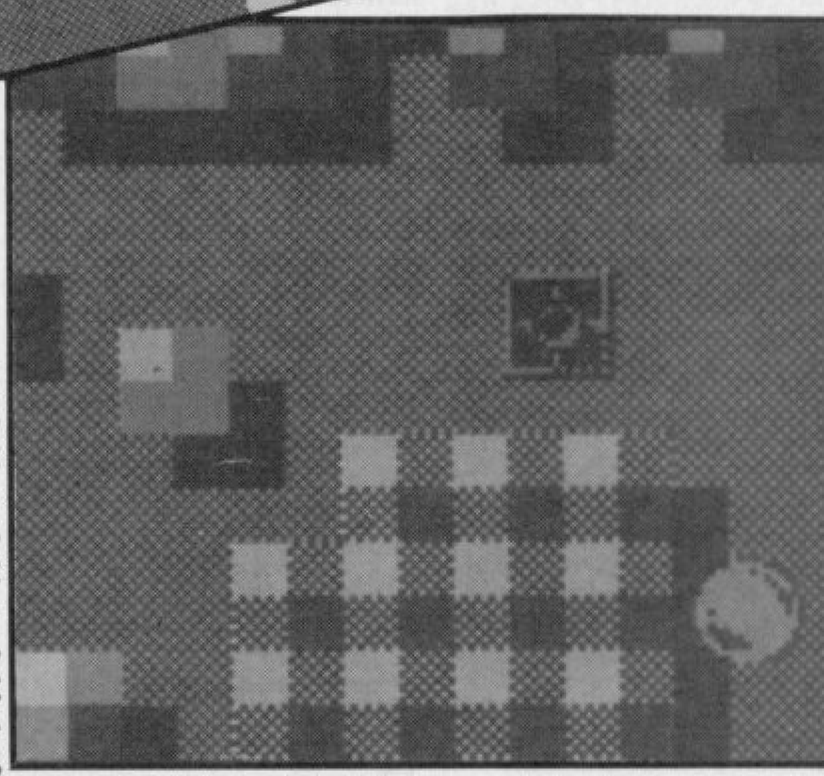
Pop! What was that? Oh, that was my little dream bubble bursting and me falling back to reality. Titan is dull, pure and simple. Graphics? It hasn't got any. All it uses are coloured blocks, character block scrolling and a garish selection of colours. Indeed, the speed of the scrolling coupled with the colours is remarkably headache inducing.

I mentioned earlier that it's really easy. Now, the thought of a ball richocheting at high speed while you struggle to hit it with your bat might not seem too easy, but when you think that out of every five screens, there's normally only one you can die on, that changes the perspective of things. The only things that can kill you are blocks marked with a skull, and they are very few and far between, let me tell you.

I don't like Titan, as you might have guessed by now. It's very dull, very repetitive and very Titus. As usual, avoid it at all costs. In fact, don't even read this review. Quick, rip out the page and burn it. Now, come on hurry up! Aaaaargh! ■

HINTS AND TIPS

1. Take your time! You don't have a time limit, and in a lot of places it takes some precision positioning to overcome certain puzzles, so take it easy.
2. At the start of each level rather than take out as many bricks as possible, look around the entire maze taking in the position of things like teleporters and skulls.
3. Don't let the ball hit the skulls! Important point number one. Important point number two: don't hit the skulls yourself. Both result in death, and we don't want that, do we?



ARCADE REVIEW

FAX BOX

TITAN *Label:* ***Titus*** *Author:* ***In-house*** *Price:* ***£9.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
39	41
47	31
PLAYABILITY	LAST ABILITY

Another flop from Titus. Fast colourful, strong and very, very long.

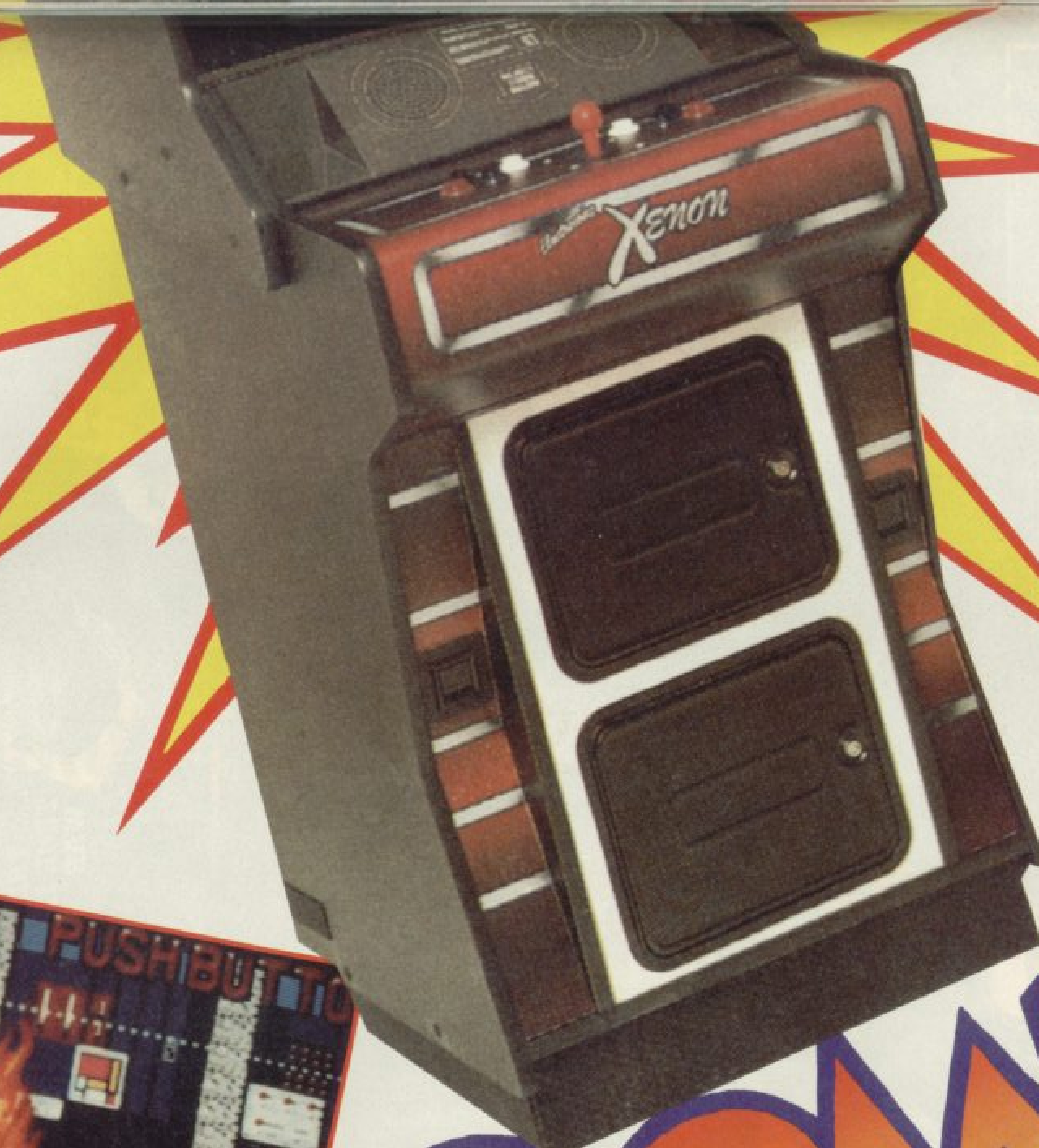
Reviewer: Tony Dillon

OVERALL **37**

10 20 30 40 50 60 70 80 90

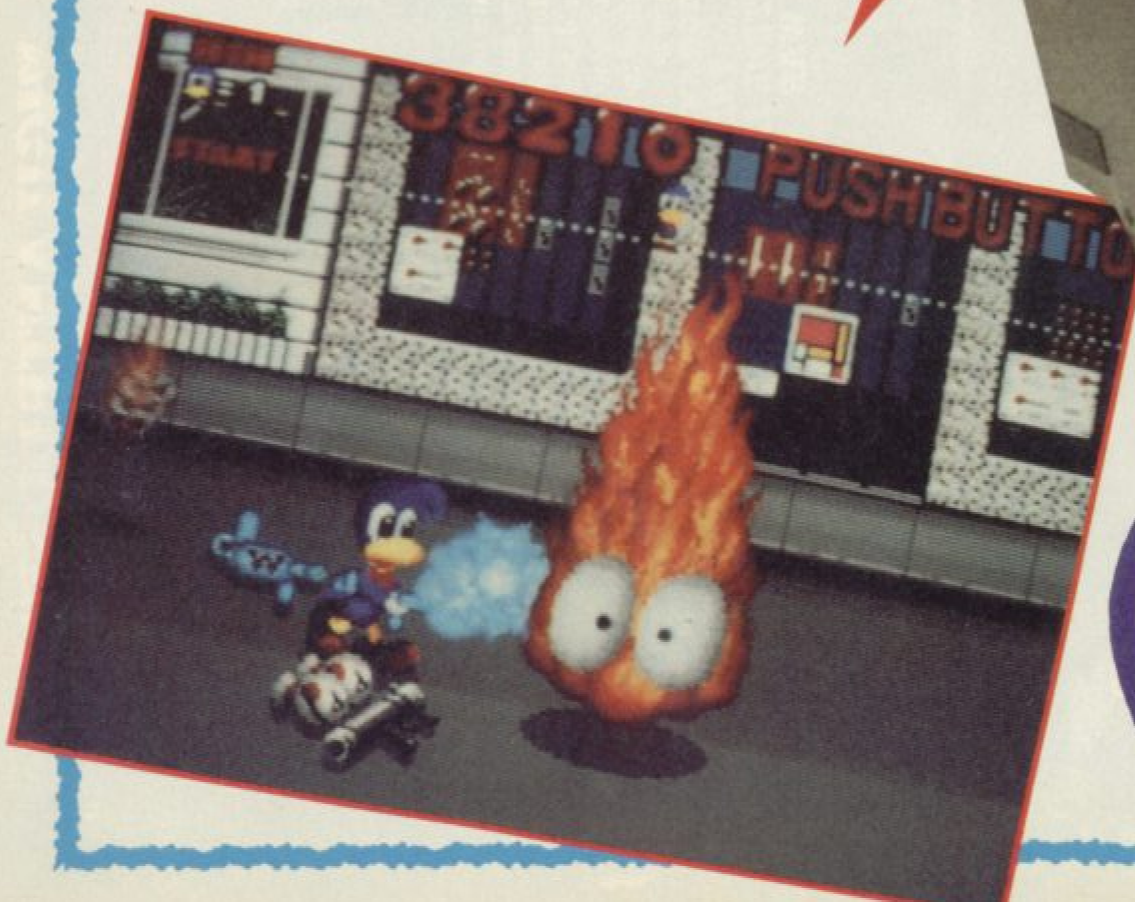

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arcade machine. Not to keep for a day or a month like most of these compos state, but forever and ever! Ha haaa!

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A: A drake
B: Mr Duck
C: Ducky

3) The fairytale about an unattractive bird which turned into a lovely elegant swan was called...
A: Ugly Bleeder
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COMPO

Rules:
No employees of EMAP or Activision are eligible for entry to this competition. The Editor's decision is absolute and final and no correspondence will be entered into. Entries must reach us by 30th Sept. 1989. Entry of this competition signifies understanding and acceptance of these rules.

DYNAMITE DUCKS

WE MUST BE QUACKERS!

TAKE HOME THE COIN-OP SENSATION THAT'S SWEEPING THE NATION THANKS TO ACTIVISION!

Take a look at this month's cover. A mean looking critter if ever we saw one. Fur, beak and a huge bomb. This is Dynamite Duck, and he's your alter ego in Activision's conversion of this ultra-popular arcade game.

The game is a cunning mixture of frenetic blasting explosive action and cutesy pix. And once you've read our review, we thought you may like to sample the original yourself without having to trapse all the way down to the arcade to do it.



The Coin Op

We're not talking some rammy old cabinet which has been knocking around Mr Dodgy's Seedy Arcade-o-Rama. No siree. The machine we've got to give away is the very same one that Activision's top programmers worked with to convert the game. (We've wiped off all the unsavoury stains).

It's got super super scrolling, astounding graphics wirth a good 90% on anyone's books and seriously addictive gameplay. In all, a stonking good prize.

The questions:

1) Which of these would you not expect to find on the menu at Mr Lao's Happy Chappy Chinese Restaurant?

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RUN THE GAUNTLET

Dillon you total dillon! Why did you only give this game 80%? It deserved a classic. If Jim had reviewed it he would have given it a classic (that's a joke 'cause he's a plonker too). Come on, the music deserves 70% at least, playability and lastability were over 85%. Anyone who hasn't got this should go out and buy it now. What a hip mag SU is (grovel, grovel, slurp, slurp, slurp, oo-er!)

Domonic Miles
Rochdale

● ***Tony says: If I were to sit down with you and tell you all the reasons why I gave this game 80%, you'd be sitting down with me for quite a long time. Be careful with the questions next time.***

ROBOCOP

Where was Tony Dillon when they were handing out brains. **ROBOCOP** is utter rubbish. It's not worth 99p let alone £9.99. Its not worth the 94% you gave it. Graphics are only worth 49%. The music is the only thing he got right. The playability is only worth 50% (I mean, he should at least be able to jump) and the lastability would be -87%.

I WARN other readers who have not yet been conned into buying this game. **DON'T!**

P.S. Was Tony Dillon in the queue when they were giving them out. It's worth about 26%.

Anthony Bryson-Smith
Fenham, Newcastle-upon-Tyne

● ***Tony says: I was at the head of the queue handing them out, so it's obvious you weren't there, pal.***

WEC LE MANS

What a sucker I am (yes you are – J.D). Trusting Dillon's reviews is like picking a 1000-1 horse at the National. **WEC LE MANS** is none other than a boring driving game, racing around the same circuit, making a continuous farting noise (who you, or the computer?)

And the car, when racing looks like a tank, even more so when cornering, there's a diff-lock on the wheels. And when you crash the car it looks like a space invader. In my mind this game would rate 50% – 60%. The only successful thing is the **LE MANS** sticker that comes with the tape. Other magazines also made the mistake of awarding this game high marks when it's really just a run-of-the-mill driving game. Slap on the wrist for Imagine too, it could have been stacks better. Here's my advice; don't put **YOUR** fiver towards **WEC LE MANS**.

Thomas Vanner
Co. Antrim, N. Ireland

● ***Tony says: Yes, trusting my reviews is like backing a 1000-1 long shot. It's pleasant when it comes through and it can be very profitable (for me, anyway.)***

VIGILANTE

VIGILANTE is megahyperactively cool! The main attraction is that it's 'ard, I mean well 'ard! I spent £19 on **DRAGON NINJA** and **DOUBLE DRAGON** and completed them both on my second go. **VIGILANTE** is £9 well spent. OK, the graphics are not exactly rad, but they're still worth a kick in the head, even though some men have see-through clothes (oo-er!).

I guess you're the one who puts his foot up their (well I think you know what) (what? TD). I know it makes odd sounds now and then, so what, I head-butted it (ooh, hard man!) and it shut up (part the way through it I thought I was Charles Bronson and I shot our next-door neighbour). Its so addictive (what, your next-door neighbour?) and colourful (what about the back-grounds with ladies bending over, fnar!) Ultraplayable, ultraweirsounds, Ultra (snniiipp! – J.D) Buy this game or you're dead excretion (oo-er!)

Michael 'Renegade' Myres
Ramsgate, Kent

● ***Tony says: You liked it then?***

RENEGADE III

71%, MMMM, "not bad..." he said (that Dillon fella). So I sat down and looked through the review. Well it seems alright, I thought to myself, and Dillon's not such a bad reviewer, or so I thought, he won't let me down. So I raided my piggy bank for all my pennies, then out I went and bought **RENEGADE III.** Then when I got home I loaded it staight away, had about three goes, what do I think? RUBBISH! !*$%& Rubbish. Dillon should be sacked! It should have got about 35% at the most.

Neil Stocks
Misterton, Doncaster

● ***Tony says: I said it was not bad, right? I never said it was brilliant. Try before you buy next time.***

LAST NINJA II

I am writing to say what a load of rubbish **LAST NINJA II** is, and the worst thing is... YOU GAVE IT A CLASSIC! I love martial-art games, but this was a disappointment.

I would rather (jack? – J.D) sit down, switch on my computer and play **EASTENDERS** The Arcade Gane. So if you readers out there are saving up for **LAST NINJA II,** think again.

Marcus Oakley
Wolverhampton

RUNNING MAN

Tony, why did you give such an ultra mega-cool game like **RUNNING MAN** only a stingy 74%? It deserves at least 94%. The graphics are cool, the playability is great. OK, so the soundis a bit fluffy but I'm addicted. The way he goes down the tube while it's loading is wicked. No game has the variety of this one. SO get it right!

P.S. Your review of **EMELYN HUGHES INTERNATIONAL SOCCER** was great, and the mag is mega-cool!

Nick Oddy
Flitwick

● ***Tony says: You're right. There aren't that many games I can think of that have the variety of this. Except perhaps slug-watching simulator.***

RENEGADE III

ARE YOU SURE TONY DILLON IS NOT INSANE? (you're right, he is - SU).

Imagine giving **RENEGADE III** 71%. It deserves at least 99% and a **Sinclair User** Ckassic. **Target Renegade** was good but this is the best. Who needs to pick up weapons. Where's the slow in it! Is picking off 3 knights in 2 seconds slow? This has a touch of comic genius and had me laughing as I made mincemeat out of the baddies.

Less movement eh? He dan do as much as in **Target Renegade.** It is very addictive, and it plays well. If you don't print this letter then I'll come round and use the low punch which will hurt your vital parts (if any!).

You usually review quite well Tony, what happened?

Dougie Murdoch
Midlothian, Scotland

● ***Tony says: Picking off three knights in two seconds might be fast by your standards, but I can pick my nose three times a night, so hows that?***

ite stuff



JIM



CHRIS

FORGOTTEN WORLDS

I think that your review was totally wrong, what, you don't known what I mean? Well of course I mean **FORGOTTEN WORLDS.** Your review was totally blown out of proportion. For a rip-off £8.95, for a game which got 85% and a classic, for a tape which is only good for recording on. It was so stupid of me to rush out and buy it without seeing it first.

I think you've really gone too far this time, for instance, you said it was "graphically superb..." but I could do better myself. You said that soon there would be as much fun as shooting aliens? Well it's not half as interesting as a screen shot of the first screen of **EXOLON.** Think again please.

David Stagstad
West Hallam

● ***Get lost! Forgotten Worlds was fantastic. Its very similar to Exolon, if you like that sort of thing, except the graphics are better and you can fly around, too. You're mad.***

R-TYPE

Jim, you were right for once in your whole life (no, I think he has been right once before, about joining SU!). **R-TYPE** is utterly brill, cool, mega (other hip 'n' trendy words). Has the Queen played it yet? The graphics are cool, the scrolling as well. The choice of weapons (oo-er!) and loads of aliens to shoot, with the end of level meany. All for £9.99 what more could you ask for (well, Kylie Minogue wouldn't go amiss – N.M.) You deserve a pat on the back (cow, of course!).

David Kerr
Prescot, Merseyside

● ***Thanks, David. I knew I wasn't reviewing all these games for nothing. Please accept £20 worth of software, courtesy of SU.***

R-TYPE

I couldn't believe it when I loaded **R-TYPE.** I have to congratulate you Jim. The graphics are unbelievable and the use of colour excellent. Sound the sound is crap, who cares? The gameplay is brill. The scrolling is ultra smooth and the add-ons are excellent. Apart from the sound the the repetitiveness the game is brilliant. Keep up the good work Jim (work?...Jim?...Nah!)

P.S. I've been reading SU for 4 months now and it is the best Speccy mag around.

Stuart Bachelor
Keston, Kent

● ***See? You know who to believe in future.***

SUPERTRUX

You are not fit to be recognised as a member of the human race, Jim. After seeing the 76% you gave 'SUPERTRUX', I decided to sweep the moths from my wallet and buy the game. I found the game tedious, boring, pathetic and altogether a waste of time and money. I would rather watch 50 episodes of 'The Sky At Night' one after the ofther, than play the game again. I would appreciate if you printed my letter so my fiver can go towards a good racing game like WEC LE MANS.

Brian Wiltshire
East Grinstead
West Sussex

P.S. If your reviews don't improve Jim, I will be forced to buy YR S******R every month.**

R-TYPE

BANG! BANG! KAPOW! (furious playing) SHOOT! SHOOT! KABOOM! Mega, ultra, cool, def superb, no I'm not talking about **Sinclair User** (cheek – J.D) I am talking about **R-TYPE.** Yes that really cook, def (snip – J.D) game that Jim reviewed, and amazingly enough he got right (I Know – J.D). This game is the works. Thanks Jim for a great review. BANG! BANG! KAPOW! (more furious game playing) SHOOT! SHOOT! KABOOM! Oh nuts, I just died, oh well must go. Byeeeee!

Paul Pickering
Clayhall, Essex

ALL CHANGE ON THE WRITE STUFF!

All right all right! You think we talk a lot of nonsense, do you? You think we can't tell an SU Classic from a 15% clunker? Well this is your chance to set the record straight.

Every month we'll devote the Write Stuff section to your thoughts and opinions on games. Is Jim mad? Tell us so! Is Tony the coolest thing since ventilated boxer shorts? Let us know! Is Chris the best software reviewer in the galaxy (hem-hem)?

Instead of insulting you by offering you money, if you get your contribution to the Write Stuff published you'll get an EXCITING EXCLUSIVE SU BADGE, so the whole world will know that your words have been immortalised in SU. Starting next issue the best letter will also get a £20 software bundle (of our choice, before you ask).

So if you have any opinions on recent games we've reviewed (or even ones we haven't), write your review and send it to us together with the completed form below.

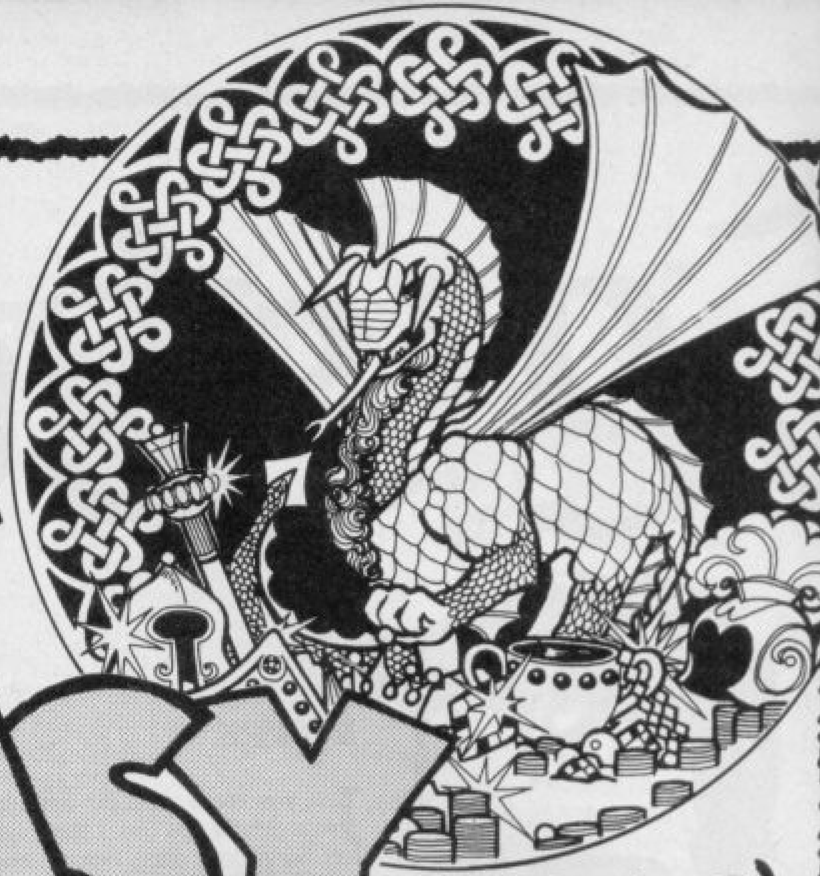
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WIN A FANTASY (FNAR)





The best, as they say, just got better! Yup, TSR, the company that produced Dungeons and Dragons, the fantasy role-playing game that started it all almost 15 years ago has just come out in a mega improved second edition of the Advanced Dungeons and Dragons game system, that makes life a lot easier from Player and Dungeon Master alike (reviewed in this month's Precinct 19).

To celebrate that, SU and TSR are giving away over £500 worth of rule books for lucky readers who can gather together enough brain cells to answer a dead easy question and manage to make it to a post box without being hit by a bus.

What – you don't know what Dungeons and Dragons is? Where can we start? It's a game where you take the part of a single character in a world where monsters and magic roam free, good and evil battle for supremacy, law and chaos are forever at odds and the Michael Jackson is still releasing singles from Bad.

Generally there's a group of you exploring and learning about this world and going on factastic quests from treasure and fame, controlled by the Dungeon Master, who uses rules and explanations to create and populate the world and devise tests, traps and challenges for the other players. Sound like fun? Then the basic D&D Rulebook is for you!

What you have to do is answer the usual ultra-difficult question, then state your preference for prize. If you've not played D&D before – it'd be better if you chose the Basic Set as a prize. And if we run out of Advanced Rules – we may have to send you a Basic Set anyway.

MENTALLY CHALLENGING QUESTION:

Dungeons and Dragons was introduced in: 1981
1965
1974

Please send me:
Basic Set
AD&D Players Handbook

Tiebreaker (complete in less than 8 words)

The second most mentally challenging question I've ever been asked was ....

Name: ....

Address: ....

Send to "Mentally Challenging AD&D Competition", Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF and must arrive by 30th September 1989.

RULES

No correspondence will be entered into. Employees of TSR and EMAP are not elegible for entry. The Editor's decision is absolute and final. So there.

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SU CHARTS

FULL PRICE 20

1	(15)	**KENNY DALGLISH SOCCER MANAGER** Crashing in from 15 like a mad thing	COGNITO £9.95 57%
2	(2)	**ROBOCOP** Still hangin' on for another month	OCEAN £8.95 94%
3	(6)	**RUNNING MAN** Is Arnie heading for the top spot?	GRANDSLAM £8.99 74%
4	NEW!	**CRAZY CARS 2** Zooming its way into the charts	TITUS £8.95 53%
5	(3)	**EMLYN HUGHES INTERNATIONAL SOCCER** Great footy game but it's on its way down	AUDIOGENIC £9.99 91%
6	NEW!	**FORGOTTEN WORLDS** Excellent Speccy coin-op conversion	US GOLD £8.99 85%
7	(4)	**RUN THE GAUNTLET** Exciting blend of land and water based events	OCEAN £8.99 80%
8	(1)	**MICROPROSE SOCCER** Dropping down from the top spot this month	MICROPROSE £14.95 75%
9	(8)	**THE NATIONAL** Place your bets at 9-1 odds on favourite!	D & H GAMES £9.99 UR
10	(11)	**DRAGON NINJA** What a great beat 'em up. Go and get this one	OCEAN £8.95 78%
11	NEW!	**FOOTBALL MANAGER 2** Shooting in from nowhere to score a goal	ADDICTIVE £9.99 94%
12	(12)	**IN CROWD** Still a good value compilation from Ocean	OCEAN £14.95 80%
13	(9)	**DOUBLE DRAGON** Yet another karate caper. Disappointing	MELBOURNE HOUSE £9.99 51%
14	(7)	**OPERATION WOLF** Tootin', shootin', coin-op conversion. Dynamite!	OCEAN £8.95 90%
15	(5)	**RENEGADE 3** Not as good as its predecessors but still good value beat 'em up	IMAGINE £7.99 71%
16	(16)	**WAR IN MIDDLE EARTH** Beat 'em up, adventure, arcade all rolled into one	MELBOURNE HOUSE £9.99 79%
17	(17)	**WEC LE MANS** Not going anywhere this month	IMAGINE £8.95 91%
18	(13)	**ROCK STAR ATE MY HAMSTER** Laughs all the way with this comical release	CODE MASTERS £9.99 75%
19	(10)	**ARCADE MUSCLE** Is this game going out of the charts for good?	US GOLD £12.99 UR
20	NEW!	**WELLINGTON AT WATERLOO** That's a train station innit?	PSS £12.95 UR

1	EMLYN HUGHES IS
2	WAR IN MIDDLE EARTH
3	FUN SCHOOL 2
4	FM2 EXPANSION KIT
5	HEROES OF THE LANCE

1	ROBOCOP
2	RENEGADE 3
3	DRAGON NINJA
4	OPERATION WOLF
5	WEC LE MANS





BUDGET 10

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AUDIOGENIC	SIMULATION
MELBOURNE HOUSE	
DATABASE/MANDARIN	
ADDICTIVE	
US GOLD	

OCEAN	ARCADE
IMAGINE	
OCEAN	
OCEAN	
IMAGINE	

1	(1)	**TREASURE ISLAND DIZZY** Dizzy is still holding top spot for another month	CODEMASTERS	£2.99	60%
2	NEW!	**POSTMAN PAT** And his black and white cat . . .	ALTERNATIVE	£1.99	UR
3	NEW!	**ENDURO RACER** Re-release of a great motorcycle racing sim	HIT SQUAD	£2.99	UR
4	NEW!	**DALEY THOMPSONS DECATHLON** That Lucozade must be working	HIT SQUAD	£2.99	UR
5	(2)	**FAST FOOD** I'll have a big mac, large fries . . .	CODE MASTERS	£2.99	64%
6	NEW!	**SOCCER STAR** One of three soccer games this month	D & H GAMES	£2.99	UR
7	NEW!	**RUGBY BOSS** Another sports sim	ALTERNATIVE	£1.99	UR
8	NEW!	**ADVANCED SOCCER SIMULATOR** Yet another footy sim	MASTERTRONIC	£2.99	UR
9	(3)	**CUP FOOTBALL** Here we go, here we go, here we go (again!)	D & H GAMES	£2.99	UR
10	NEW!	**MIG 29** Amazing. This games hasn't got simulator on the end!	CODE MASTERS	£2.99	UR





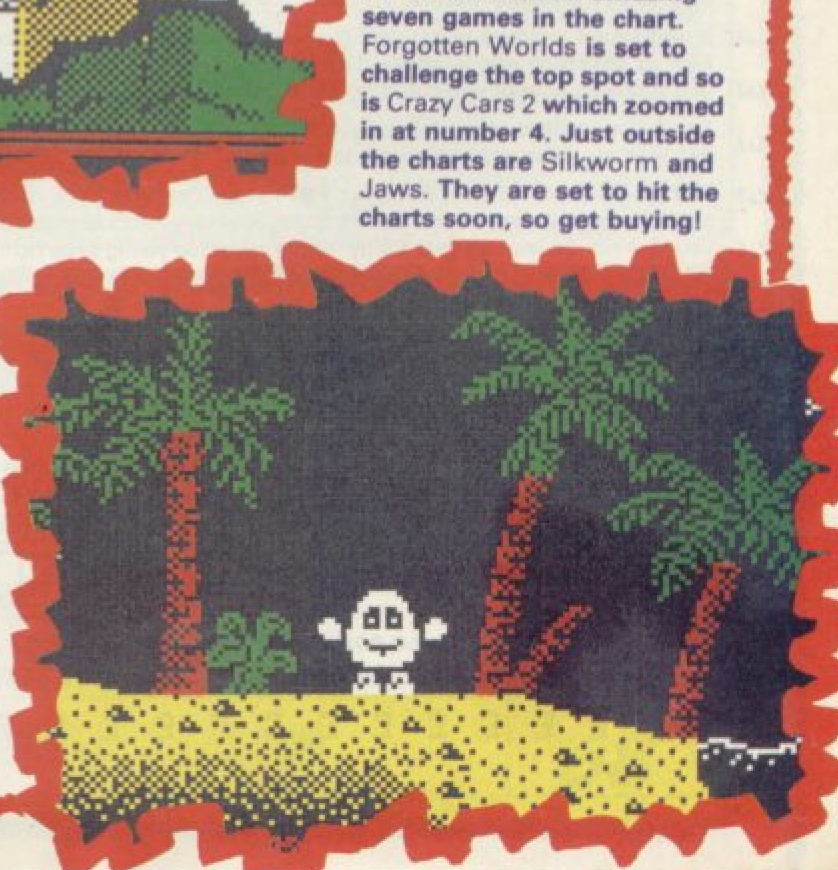
FULL PRICE COMMENT

Deary me. Another footy sim has shot up into the Number One slot. Sports sims take up a large amount of this month's chart and so do Ocean with an amazing seven games in the chart. Forgotten Worlds is set to challenge the top spot and so is Crazy Cars 2 which zoomed in at number 4. Just outside the charts are Silkworm and Jaws. They are set to hit the charts soon, so get buying!



CHARTS COMMENT BUDGET

Treasure Island Dizzy has now been at the Number One position for four months. FOUR MONTHS! What is happening to the world? Still it is rather infuriatingly addictive. Quite a few new entries this month with the old Enduro Racer and Daley Thompsons Decathlon hitting the charts. FIVE sports sims in the charts as well. 720° seems to have disappeared this month. Strange!



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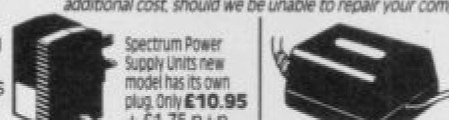
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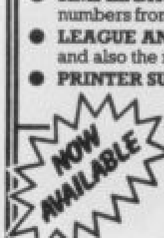
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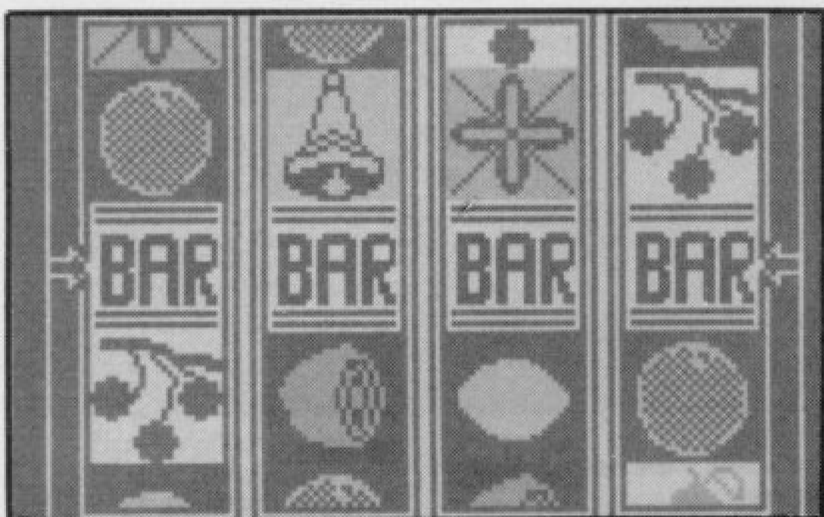
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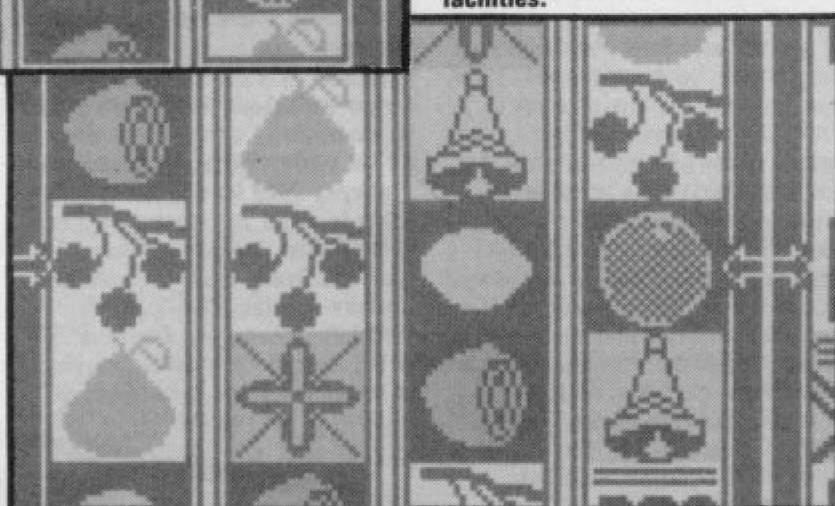
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SUPERNUDGE 2000



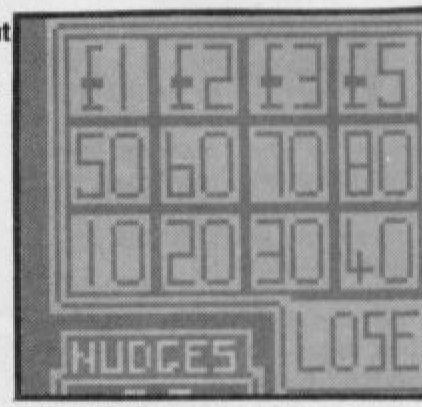
Super Nudge 2000 **describes itself as a superb simulator of a modern fruit machine. Now forgive me if I'm wrong, but isn't the whole idea behind a fruit machine that you gamble and hopefully win lots of money. Now surely if you remove all financial transactions, doesn't that defeat the object of the whole thing? The practical upshot of all this is that computerised fruit machines are about as much worth as a computer simulation of a cashpoint machine.**

That's my argument out of the way, now to the review. Super Nudge 2000 **is everything a fruit machine addict could ever wish for. Lots of flashing lights and bells, and more features and gambling facilities than a bookies. First off, you get no less than five reels to play with. Should lady luck shine on you, they will fall in groups of the same logo that lie along the win line in the centre, and you will be blessed with a prize of money, the amount depending on the "worth" of the arrangement of tokens. You then choose whether to take the cash, or pile it all back in the hope of making even more dosh.**



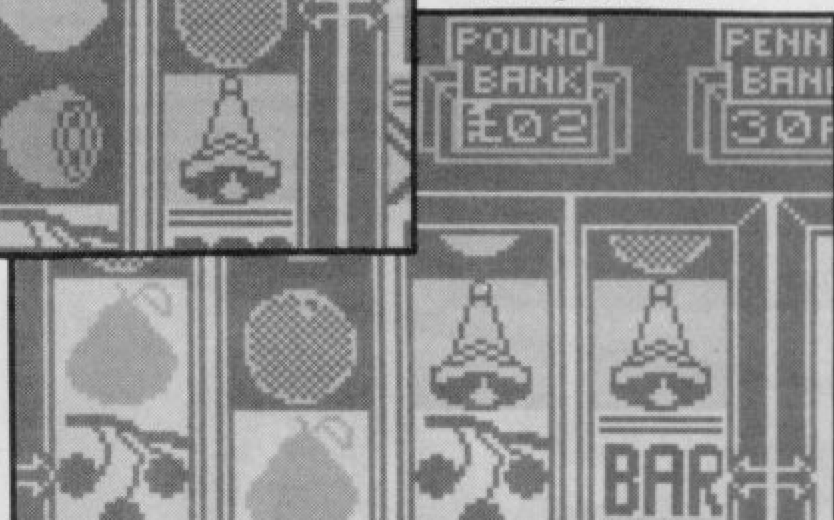
The mysterious fifth reel is where all the action comes in. When it stops, a number is lit. At the top of the screen are the letters S U P E R N U D G E. To activate all the lovely features you have to light all the letters. It doesn't take a genius to work out that the number shown on the fifth reel is the number of letters lit. If, after some letters have been lit, the 'held' light comes on, then those letters stay lit and you get to spin the reels again. Light all the lights and you get to play some of the game's many exciting features.

You can play the superhold, in which the reels move up and down and you can stop them on any position you want to collect massive winnings. Or you could try the win spin, where the computer will generate a win for you randomly, which means you could win anything between 10p and £5.00. There are all the usual features too, such as cash stop, where you stop a randomly flashing light to illuminate an amount of money, and, of course, there are regular nudges and hold facilities.



Graphically unexciting, the screen display comprises a lot of coloured windows. The most important of these is the one with all the reels in it. Everything looks convincing enough in a simplified sort of way. The reels scroll smoothly and all the lights light up. Nothing really excitring though.

And that's exactly how I'd describe Super Nudge **in general. A bit of a pointless exercise in my opinion, and an eventually dull and frustrating one at that■**





FAX BOX

ARCADE REVIEW

SUPER NUDGE 2000 *Label:* ***Mastertronic*** *Author:* ***P.A.L. Developments*** *Price:* ***£1.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
78	72
68	51
PLAYABILITY	LAST ABILITY

Snooze making fruit machine simulator.

Reviewer: Tony Dillon

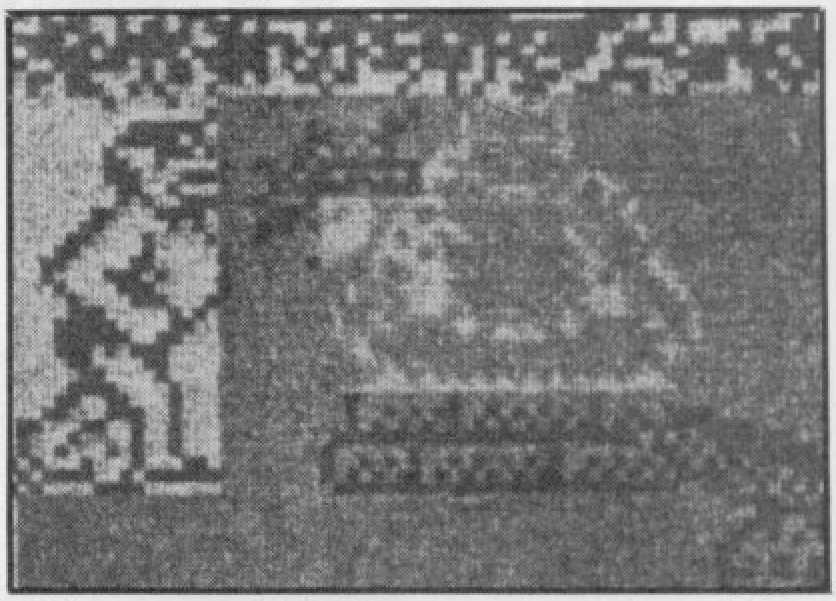
OVERALL **68**

10 20 30 40 50 60 70 80 90

GAMES REVIEW!

AAARGH!

Play either an ogre or a dragon in your quest to find the mystical Golden Egg, hidden deep within the volcano. But before you race off to the volcano in a mad rush for the golden egg, you must prove your worth as a monster by terrorising the cities surrounding the area in which you live and collecting the five rocs' eggs.



You know, I wondered why this, being the latest 16 to 8 bit conversion by Melbourne House, was called Aaargh! I soon found out when I loaded it. Here's the scene. Hmm hmm hmm, type LOAD "", press play, wait, beee dit, beee diddly diddly, oh good it's loaded. Aaaaaarrrgh!

You are a monster. No, not the sort your mother keeps calling you, but an honest to god great big hideous destructive monster, with a penchant for smashing down buildings and collecting rocs' eggs.



Terrorising the cities is as easy as pie. You begin outside the city walls, looking in. The city itself is made up of a group of small huts, one of which, if you are lucky, contains punches in the direction of the city boundary and, as Def Leppard sang, 'the walls come tumblin' down'.

So step into the mouth of the enemy and set about smashing up their buildings in the search for the eggs. Punch the buildings to pulp, or why not burn them down with your fiery breath. However, it's only once you step into the city that you realise the menace that these puny people called humans really are. For one thing, they have massive cannons that cause rather a nasty amount of damage. Too many hits from one of those babies and foom. You're out of there. Oversized hornets also cause problems as they buzz, bite and do whatever else it is hornets are supposed to do.

Other challenge comes in the form of other players. You see, the game can be played two player simultaneous, and at times you can get into head to head scraps where 'there can be only one'.

Viewed as a pseudo-3D single screen walkabout thingy, you have to scavenge 12 cities of the world, all set against different backdrops. The funny thing is, and this is really going to make you laugh, the game is multi-load. Not any normal multi-load, but Really-badly-programmed-finnicky-sonofabitch-o-load (© Melbourne House) which means that at the start of each game, you have to reload level one, regardless of whether or not you got off it on your last game. Irritating or what?

The graphics are, well, alright. The sprites themselves are poorly designed, and as for the animation. Hmmm. The less said the better. The only really good thing I can say about the graphics is that I like the way the flames are animated when you breathe fire.

The game, as a game, is crap. Boring from the start, and

GEMINI WING

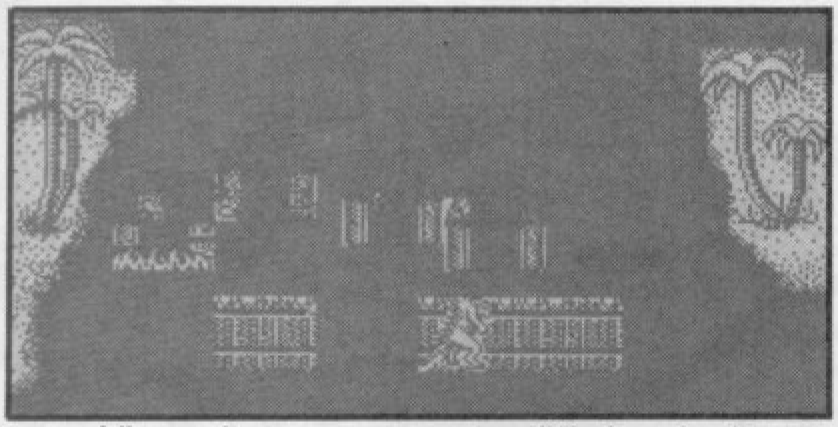


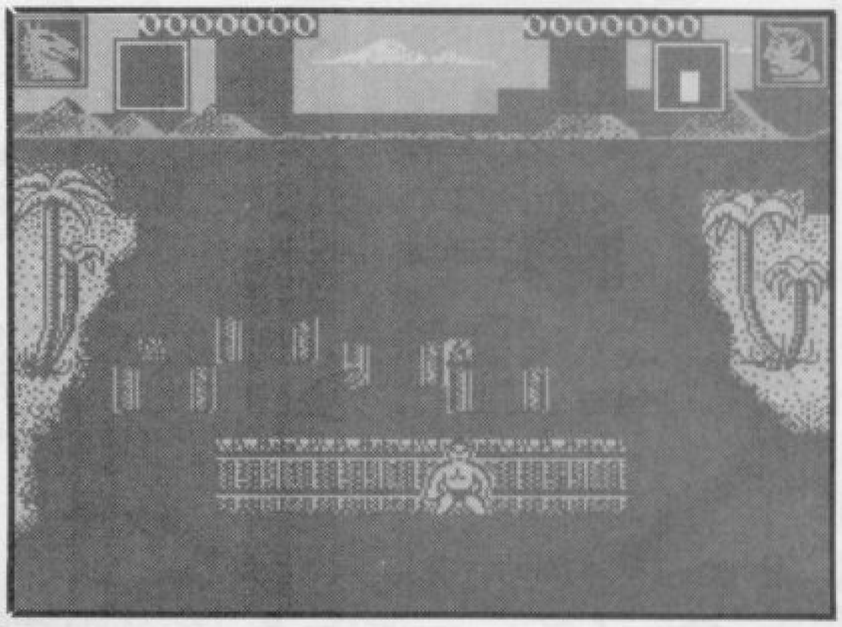


If there's one thing I can say about Gemini Wing, it's that it is very difficult. Not difficult as in playability level, but difficult in actual distinguishing anything. A game where you die because you saw the bullet at the last moment isn't half as frustrating as a game where you die because you can't see any bullets. Or enemy ships come to that.

You see, it all boils down to the graphics. The main sprites themselves are fine, small but finely detailed. It's the backdrops that cause all the trouble. You see, the backdrops are also very finely detailed, so much so that they camouflage all sprites on screen, which means you're going to have a bit of a hard time avoiding the enemy ships, let alone the bullets.

And that is really the only thing that marrs what isn't really a bad shoot-em-up. Set in the style of games like 1942 and Slapfight, you have to fly your little twin engine plane upwards through trillions of levels of continuous trigger firing action.





successfully managing to consistently remain boring all the way through, Aaargh! manages to capture all the fun and excitement from the original 16 bit Arcadia trash, sorry, smash■

ARCADE REVIEW — FAX BOX

AAARGH! *Label:* ***Melbourne House*** *Author:* ***Binary Design*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

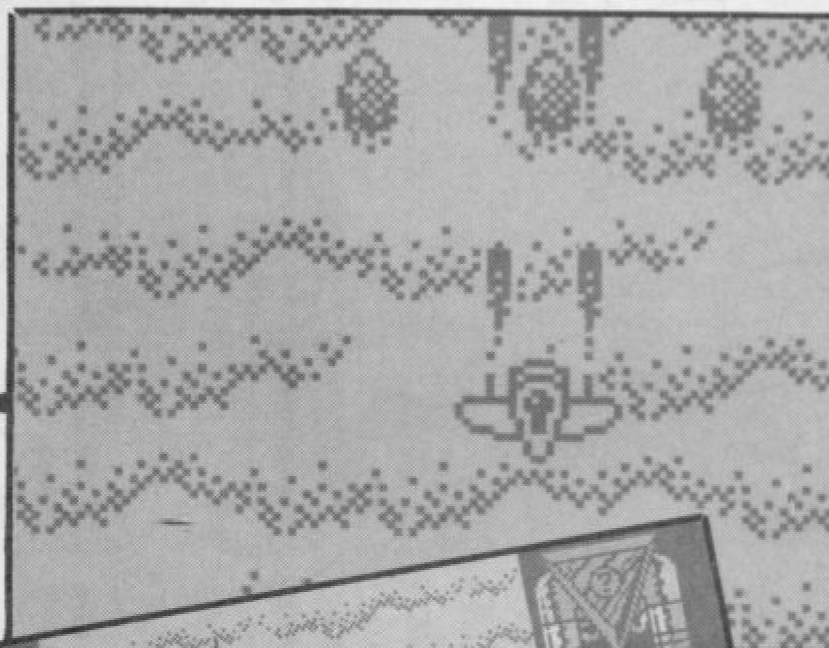
GRAPHICS	SOUND
49	51
38	41
PLAYABILITY	LAST ABILITY

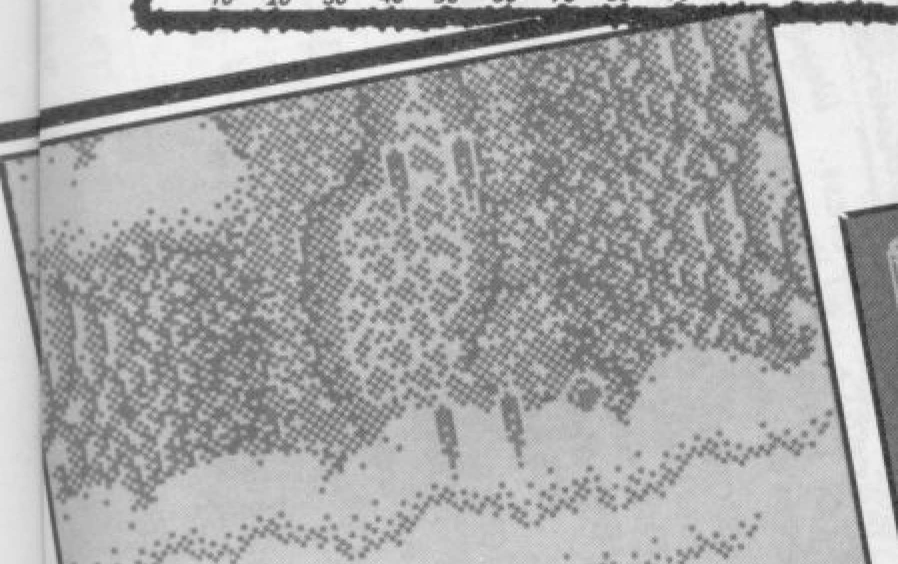
Phew, this isn't very good is it? Aaargh! indeed.

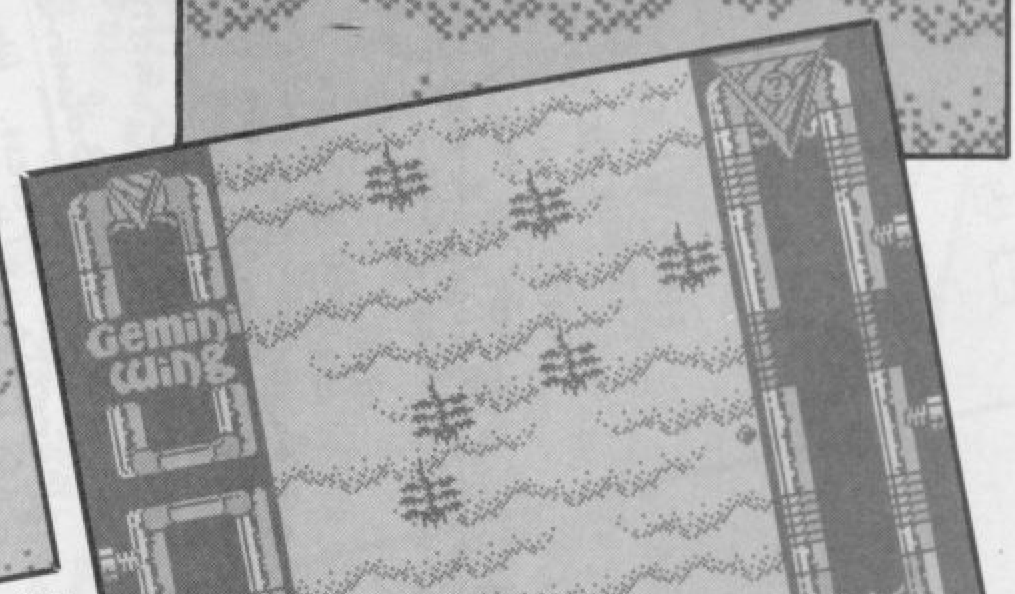
Reviewer: Tony Dillon

OVERALL **44**

10 20 30 40 50 60 70 80 90







And it's action all the way, right from the word go. You are plunged into a blazing sky, enemy fighter and their bullets screaming through the air around you. What do you have to fight back with? Not a lot pal. The default weapon for the game is a titchy little twin barreled automatic perched on the front of your plane. As you fly along blasting things, the things you blast drop little capsules, which you collect by flying over. Once collected, they fall into a tube and form a queue. Each of the capsules is a one-use special weapon that you activate by holding down the fire button. One of the weapon acts as a smart bomb, another gives you limited three way fire and so on.

But as a game, that's it. Basically a pretty uninspired shoot-'em' up. Nice scrolling and nice sound and all the rest of it, just stupidly difficult. The funny thing is, had the backdrops been better throughout, it could have been a good game.

ARCADE REVIEW — FAX BOX

GEMINI WING *Label:* ***Sales Curve*** *Author:* ***In-house*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
67	76
65	68
PLAYABILITY	LAST ABILITY

Run of the mill scrolling SEU with severe graphical problems.

Reviewer: Tony Dillon

OVERALL **65**

10 20 30 40 50 60 70 80 90

GAMES REVIEW!

MINISTRY OF DEFENCE

[Dea]r Mrs. Smedley,

We understand from your son's school that Wayne has stumbled on a method of initiating a thermo-nuclear reaction using easily-available chemicals and an urn of tea. We hope you understand that this principle may be dangerous if it falls into the wrong hands, for instance those of the Americans. We would like to interview Wayne as soon as possible, but the S[…] assault squad we sent to invite hi[m] to our HQ was beaten off by Wa[…] dog Snapper. So could you ha[…] word with Wayne and ask hi[…] give us a ring? If anyo[…] claiming to be George Bush phones, please hang up immediately.

Yours sincer[ely],

Mr[…]

St. Mandarin's
END OF TERM REPORT



PUPIL: W. Smedley
ATTENDENCE: GOOD (unfortunately)
CLASS: 4F
BEHAVIOUR: Strange
FORM TUTOR: Mr. Crippen
APPEARANCE: Extremely repulsive

ENGLISH Waynes spelling and grammer is goud, but as I keep telling him, its more importent to express his individualitty than to put the letters in the rite order. He will never be a computer journalist unless he lerns to regularly split infinitives, misplace apostrophes, and mixed up his tenses.
END-OF-TERM EXAM: 61 %
SIGNED: B. Idiot

FRENCH Why will Wayne not accept that in French a wardrobe is female and a railway station is masculine? Is it just that he enjoys the extra lessons with our assistante Mlle. Frou-frou?
END-OF-TERM EXAM: 11 %
SIGNED: J-P Belmondo

HISTORY Hopeless. Wayne seems to think that history started with the invention of the integrated circuit. The history of the Hapsburg Alliance, 1876-1919 seems to interest him as much as a plate of cold suet. Sometimes I know how he feels.
END-OF-TERM EXAM: 17 %
SIGNED: K. Stick-Insect B.A.

GEOGRAPHY I SHUDDER TO THINK WHAT WOULD HAPPEN IF WAYNE WAS SENT TO THE SHOPS WITHOUT A SHERPA GUIDE AND A COMPLETE SET OF ORDNANCE SURVEY MAPS. IF IT'S NOT IN SILICON VALLEY OR CAMBRIDGE HE'S NEVER HEARD OF IT.
END-OF-TERM EXAM: 2 %
SIGNED: P.J. Proby

MATHEMATICS Half the time Wayne stares out of the window, half the time he reads Sinclair User, and half the time... oh. If you called him an "idiot savant" you'd be half right.
END-OF-TERM EXAM: 200 […]
SIGNED: Clarence Thick

BIOLOGY WAYNE'S APPROACH TO DISSECTING A RAT [IS] UNORTHODOX. I WOULD SAY "CO[…] HE CAN'T. […]

SIGNED: […]


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... called

... DISSECTING A RAT WAS, SHALL WE SAY,
WOULD SAY "COULD DO BETTER", BUT I KNOW
CAN'T.

...-TERM EXAM: 200 %

SIGNED: J. Mengele



CHEMISTRY Banned from class since the incident where a substance introduced into the staff tea-urn caused a thermonuclear meltdown. See attached note from Ministry of Defence.

END-OF-TERM EXAM: 56 %

SIGNED: M. Molesworth

ART Like, chill out, man! Wayne's beautiful!! We're all beautiful! Let's make a circle and, like, talk to the flowers!

END-OF-TERM EXAM: — %

SIGNED: A. Hippy

GENERAL STUDIES Wayne's essay "WHAT I DID IN MY HOLIDAYS" should have been titled "SIX WEEKS WITH MY SPECTRUM". Our attempts to broaden his mind have failed. Perhaps he has no mind to broaden.

END-OF-TERM EXAM: ☺ %

SIGNED: K.Y. Jelly, M.A.

RELIGIOUS STUDIES WAYNE SEEMS TO REGARD THE LORD GOD ALMIGHTY AS SOME FORM OF 68000-BASED SUPERCOMPUTER, AND QUOTES THE ENTIRE BOOK OF EZEKIEL AS PROOF. WHILE WE TRY TO TOLERATE ALL CREEDS AND CULTURES, I WOULD HAPPILY JOIN THE QUEUE TO STONE HIM TO DEATH.

END-OF-TERM EXAM: 4 %

SIGNED: Reg Bigot

PHYSICAL EDUCATION Wayne richly deserves his nick-name "Spaz" as he is completely incapable of coordinating any movement involving sporting equipment. He is also the only child I know who sinks faster than a rubber brick.

END-OF-TERM EXAM: 666 %

SIGNED: Arthur Sadist

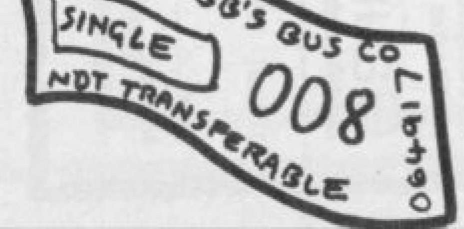
COMPUTER STUDIES OUR STAR PUPIL! WAYNE NEVER MISSES A CLASS, REGULARLY TURNS IN DOUBLE THE AMOUNT OF HOMEWORK SET AND HAS SHOWN PARTICULARLY KEEN INTEREST IN OUR PLANS TO COMPUTERISE SCHOOL REPORTS. HE IS SUCH A SWOT, EVEN THE TEACHERS WOULD LIKE TO BASH HIM UP.

END-OF-TERM EXAM: 0 %

SIGNED: Stig Mjollsön

HEADMASTER'S REPORT: We hope Wayne will consider playing truant more often next term. R. Rectum

END-OF-TERM EXAM: 100 %



C. JENKINS & L. KAY

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1) What colour is the Giant associated with crop foods (corn etc)? Blue, Pink or Green?
2) Put the following in order of size: Giant, Dwarf, Troll.
3) Complete the name of a well known nursery rhyme: "Little Red Riding . . ." Hood/Wolf/Giant

1) Blue [ ] Pink [ ] Green [ ] 2) .... 3) ....

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Fifteen runners-up will receive a US Gold T-shirt and a copy of Vigilante

Andrew Lockwood, Arksey, Doncaster; Alexander Ambroziak, Chiddingly, East Sussex; Thomas Gentles, Laurieston, Falkirk; David Galey, St Briavels, Glos; Jamie Ashton, Keele, Newcastle, Staffs, Paul Simpson, Stoke-on-Trent, Staffs; Kevin Graham, Alston, Cumbria; Jon Rendall, Yeovil, Somerset; David Stevens, Stalybridge, Cheshire; Col Daniel Brice 7193148, Kingswood, Bristol; Christopher McCabe, Enniskillen, Northern Ireland; Mark Hinks, Bolton, Lancs; Tony Solomon, Rianham, Kent; Huw Jones, Kenfig Hill, Mid Glam; Jon Worby, Beverley, Humberside.

Wind Wind Clacker Clacker Compo

Ten winners of Arena swimwear and snorkel kits are: Martin Corinea, Bognor Regis, John Murphy, Co Armagh, Northern Ireland; Tom Hodgkinson, Crawley, West Sussex; Mark Wood, Royton, Oldham; Andrew Brown, Tredegar, Gwent; Megan Prosser, Crawley, West Sussex; Fraser Clark, Glenrothes, Fife; Stuart Bradford, Poole, Dorset; Andy Dalli, London; Kevin Thompson, Farham, Hants.

No Strings Attached Compo

Five following winners will receive the 'Thunderbirds are go' video: Adam James, Brynteg, Anglesey; Robert Cobain, Saltney, Clwyd; Will Barker, Nailsea, North Bristol; J Winn, Pockington, York.

The following runners-up will get a Thunderbirds T-shirt: David Gabriel, Orpington, Kent; Andrew Parker, Sunderland, Tyne and Wear; David Haffner, Redditch, Worcs; Alick Reid, Petermead; V. W. Adams, Sunk Islands, Hull.

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STRIDER BLUE

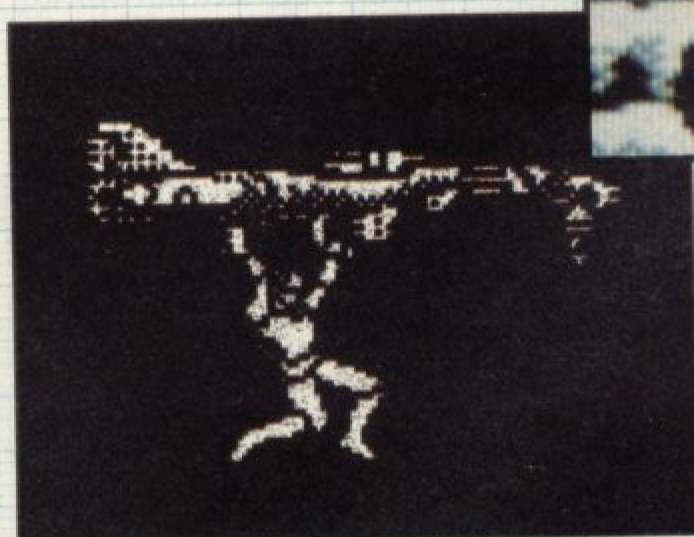


Strider the latest coin-op from Capcom should hit the streets sometime around October. For those of you who won't have seen the coin-op yet, **Strider** is a long legged, somersaulting, laser duelling hero from the 21st century whose sole objective is to rid the galazy of the evil war lord – and have a thrashing good time along the way.

The game is split over five levels which take you through deepest Eurasia, the Siberian wastelands, the Amazon jungle (with some vicious Australian sheilas!), the awesome war machine Ballog (ballet dancers to boot) and finally the core of the empire – the LORD'S Kingdom.

Coding of the Speccy version has been completed by Chris Brunning at Tiertex who previously coded the spiffy, scrolly shoot-'em-up **Last Duel**. The perennial problem with modern coin-op conversions is how do you get it all in the 48K Speccy? The problem was even greater than usual with **Strider's** extraordinary 6 megabytes of data and graphics. The game is huge! Big! Big! Big!

One of the strongest elements in the game is the number of manoeuvres that you can persuade Strider to perform. Apart from

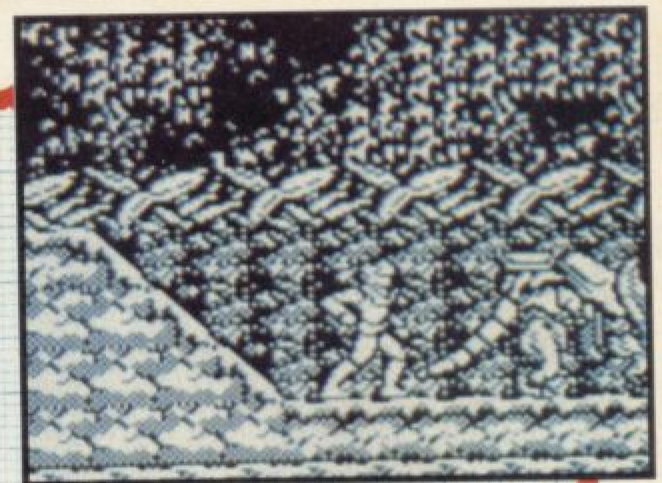


the usual running and jumping he can somersault, perform lethal sliding tackles (should've played for Millwall!), scale sheer mountain faces, and claw his way over. In converting the game Chris wanted to include as many of the manoeuvres as space permitted. The main problem lay with the amount of space available for the graphic frames rather than coding the action. We compromised by reducing the coin-op's six angles of incline to two. This actually involved extra work as it meant the mapping of the levels had to be redesigned. This still left enormous maps which had to be carefully split into sections and individually compressed before they would fit into the Speccy. Each section then contained a small duplicate of the prevous "sub-map" which was expanded as the new section was reached overlaying the old area without the need to stop the action.

The backgrounds and sprites were digitised directly from the Arcade board onto an Amiga. These were transferred onto an Atari ST and retouched by

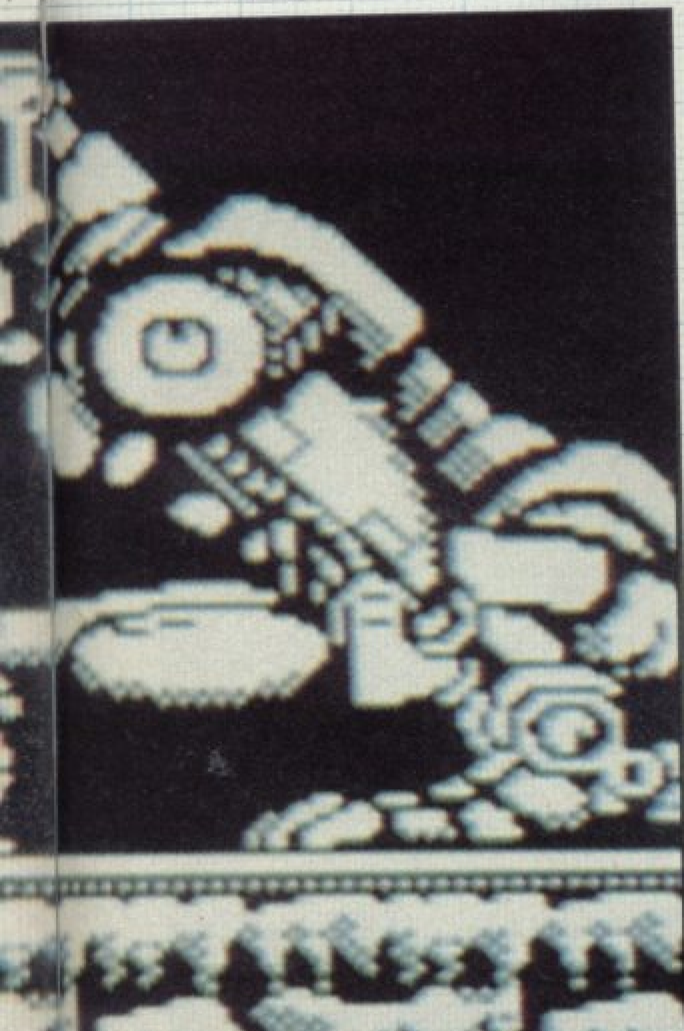


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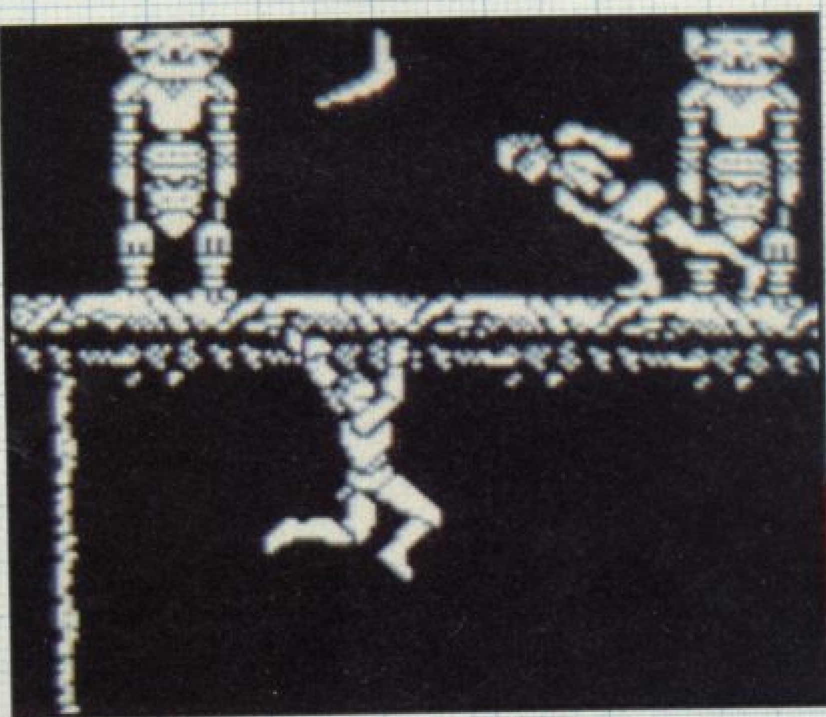
Some of the sprites in the game are extremely large – particularly the mechanical gorilla in level 2 being a whopping 96 pixels high by 115 pixels wide, filling over one third of the Speccy screen. Special techniques had to be used to allow such huge sprite to be stored and printed.

Source code was produced by Chris on an Atari ST and assembled into object code using an in-house Z30 assembler package. Graphics and maps were then transferred complete with the object code from the Atari development system onto the Spectrum.



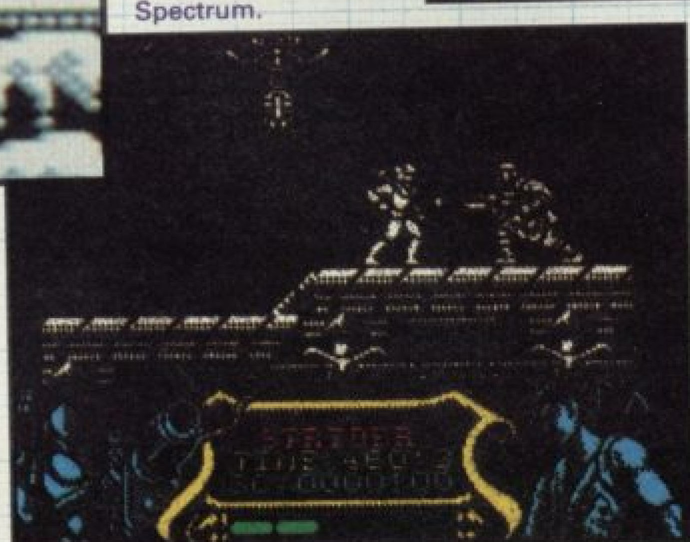
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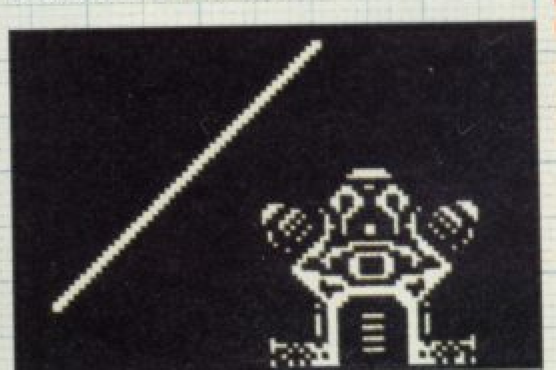
The 128K Spectrum version also features music from the coin-op arranged by Tiertex's in-house music maestro Mark Tait. Mark prepares his music using an Akai X7000 sampling synthesizer connected by Midi to the Steinberg 24 track recording package running on an Atari ST. Mark can then edit and mix down the tracks he has prepared. He then runs a program to convert the midi data into the format required for Tiertex's music driver on the Spectrum.

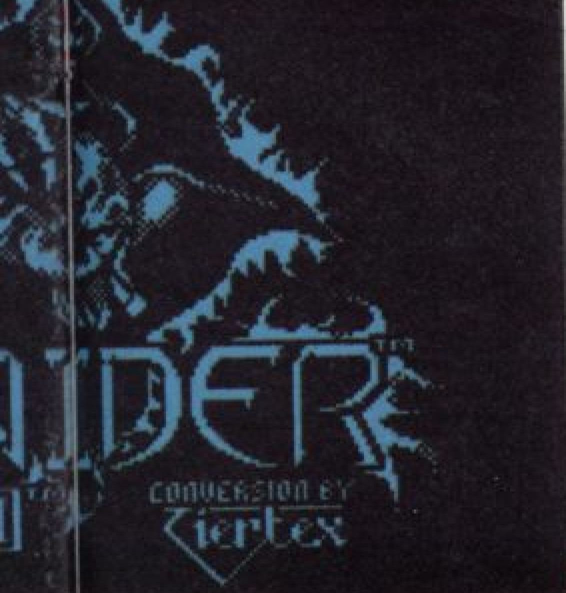


Indiana Jones and the Last Crusade. Last year the company took new offices in Manchester and now has eleven employees including programmers, artists and a musician.

artists Andrew Ingram and James Clarke using the Degas Elite art package. The maps were drawn on an ST using an in-house map development system from the original digitised character blocks.



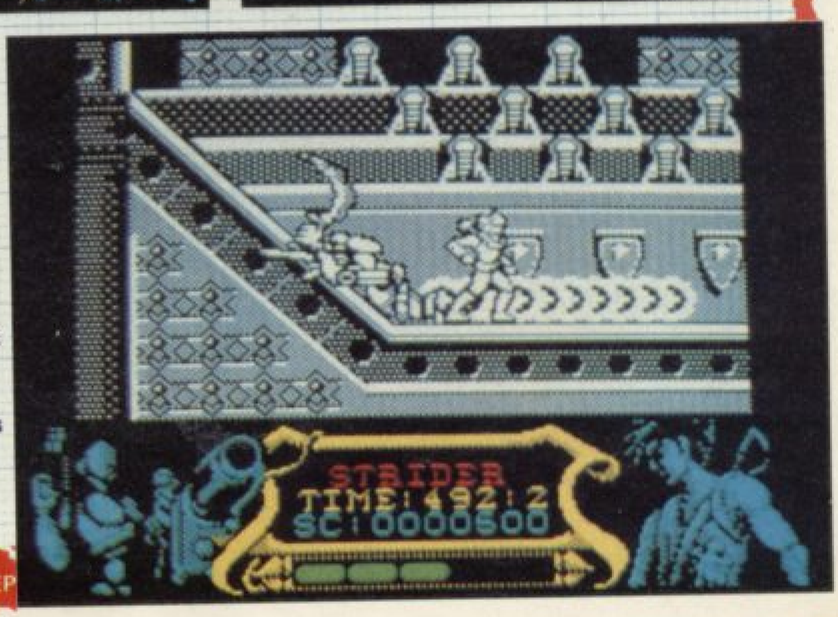




Strider is one of Capcom's largest grossing coin-ops at present and is eagerly awaited on the home formats. Tiertex have completed simultaneous conversions onto the ST, Amiga, C64, Amstrad and PC and we can expect to see these around October time.

PROGRAMMERS

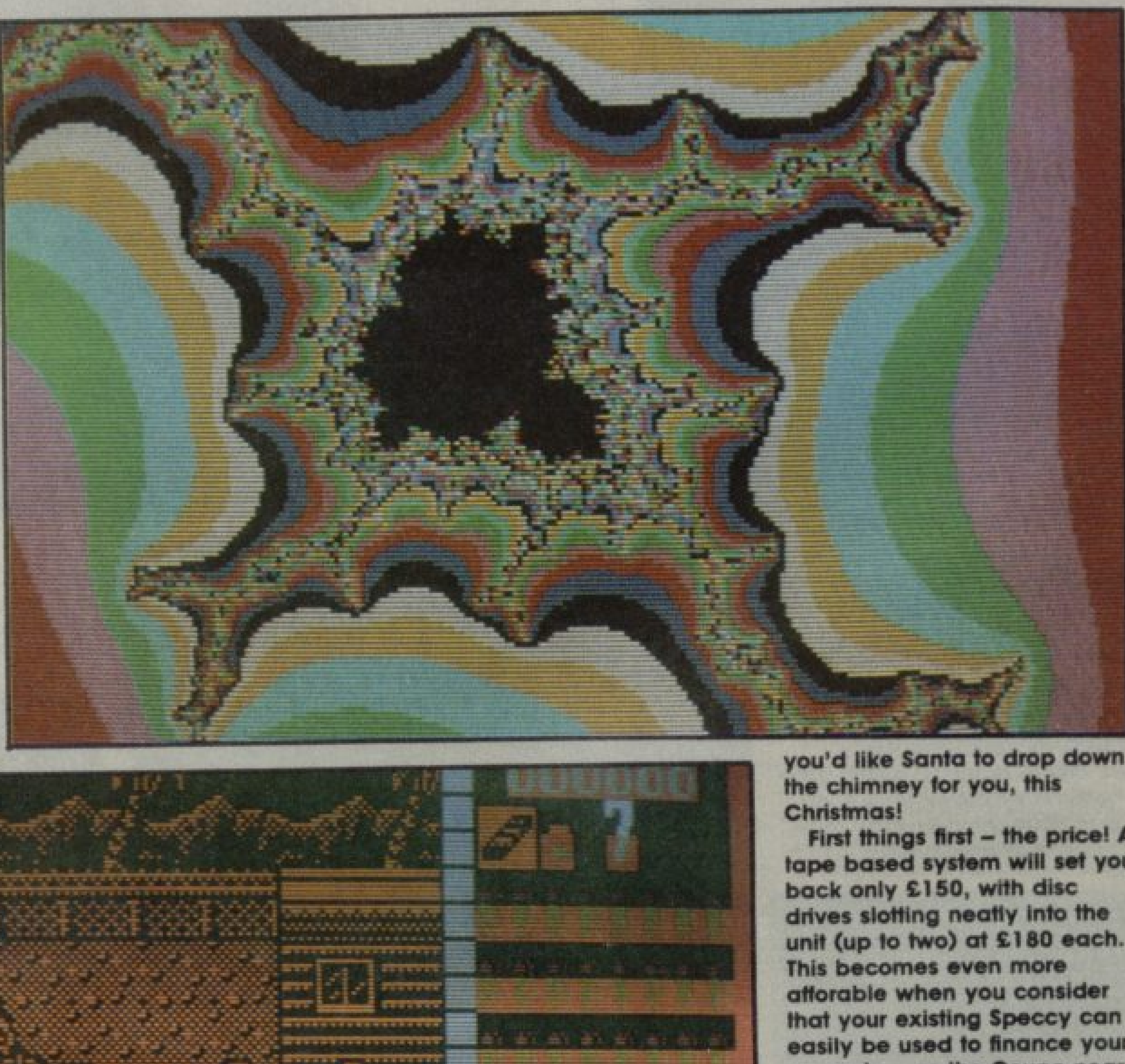
Tiertex was founded about two years ago by physicist John Prince and electronics engineer Donald Campbell. Their softography includes **720°**, **Thunder Blade** and the new



EXCLUSIVE

SAM C

The Future of Sp



From the amount of mail SU gets on the subject, they're a lot of Spectrum owners out there that are looking to upgrade to a more powerful machine, but are annoyed that if they make the move, they're kissing bye-byes to a lot of hard-earned and well-loved Spectrum software.

Why? Well, pure economics dictate that yo get a hip, trendy and rather expensive 16-Bitter, your faithful Spectrum makes an enforced appearance in Exchange & Mart to try and raise some of the cash.

Well, frustrated upgraders everywhere, help is at hand in the shape of a new Spectrum compatible machine due out this autumn from Miles Gordon Technology – the SAM Coupe.

The long awaited Coupe now exists in a finished form – the SU team have seen it go through its paces completely without the aid of mirrors – and it could well be the machine you'd like Santa to drop down the chimney for you, this Christmas!

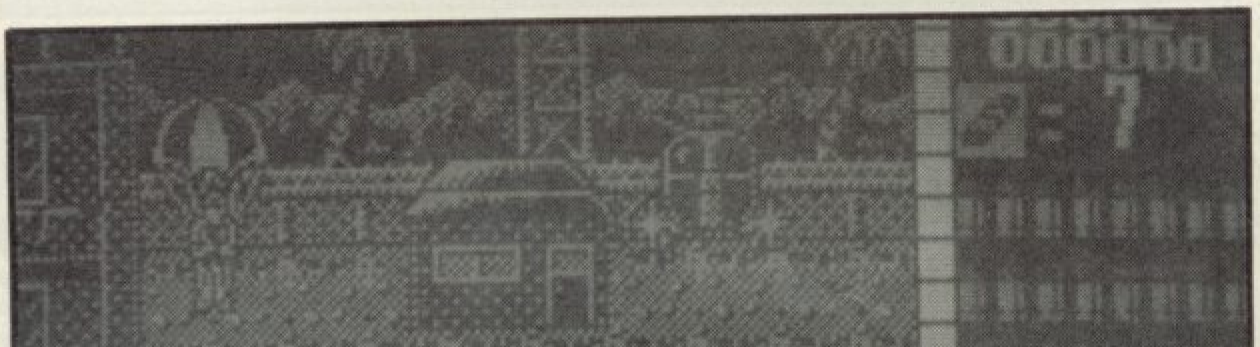


First things first – the price! A tape based system will set you back only £150, with disc drives slotting neatly into the unit (up to two) at £180 each. This becomes even more afforable when you consider that your existing Speccy can easily be used to finance your upgrade – as the Coupe near 100% compatibility means you can still play your favourite games without Old Faithful. But what extra goodies do you get for all this lolly? A lot, that's what!

For a start, the Coupe looks stylish and mod – just the kind of thing to fit alongside the racking hi-fi – with proper size typewriter keyboard, complete with 10 function keys (programmable from Basic, of course).

COUPE

ectrum Games?



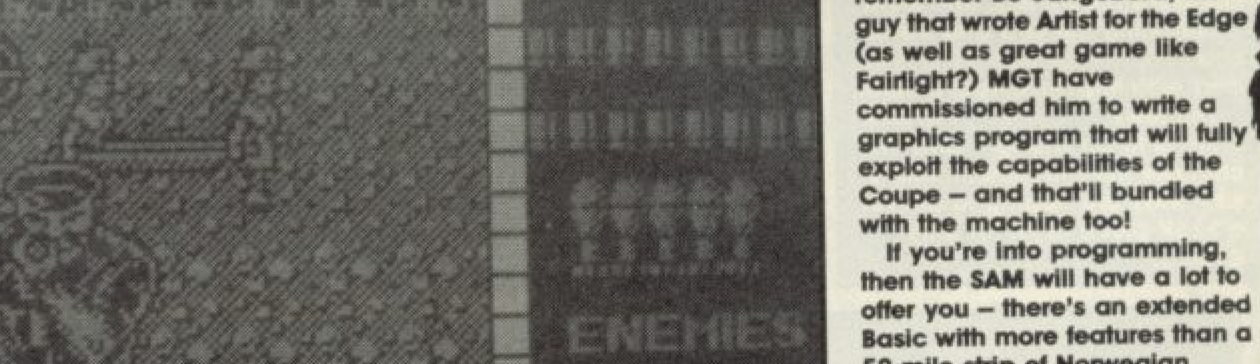
A look around the back shows you that the Coupe was designed to be easily expandable, and hints at the thought behind the design. TV and Video output, Light Pen socket, cassette input, reset button, mouse port, Atari style joystick port and Midi In/Out ports as well as the obligatory expansion bus for any other extra you might want to plug in.

Inside – the whole thing controlled by a X80, running at a nifty 6MHz, custom DMA and 256K of Ram (expandable up to 512K). Sound chip? Has this got a sound chip – a Phillips chip last seen inside a dedicated games with six channels and stereo sound. Interesting? Well, the Coupe is going to be bungled with, amongst other things, a utility written by none other than sound supremo David Whittaker, that'll allow you to create fab music and sound from the word go.

Graphics? As well as having a Spectrum compatible mode, there are three other modes that will make you jump up and down with excitement. Most interesting for games work is the 256*192 mode which gives you 16 colours (just like the ST!) out of a pallate of 64. There's a celebrity involved here too – remember Bo Jangebord, the guy that wrote Artist for the Edge (as well as great game like Fairlight?) MGT have commissioned him to write a graphics program that will fully exploit the capabilities of the Coupe – and that'll bundled with the machine too!

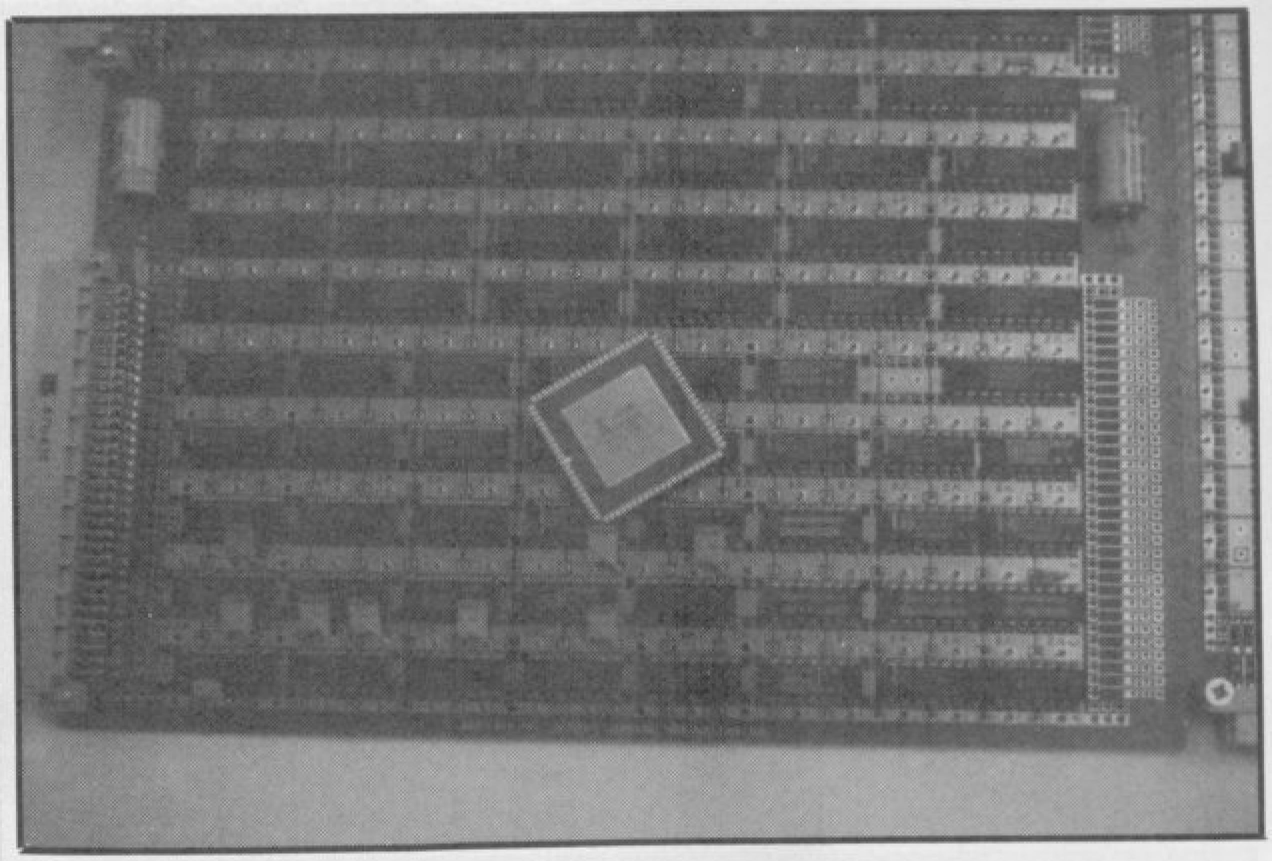
If you're into programming, then the SAM will have a lot to offer you – there's an extended Basic with more features than a 50 mile strip of Norwegian coastline, working up to six times faster than Sinclair Basic.

But does that mean the



Coupe will be great for games? Should be. With graphics and sound like this, all that memory to play with, plus a well organised internal structure that'll make the average machine-code programmer drool, it's got a lot going for it. Over to you, software houses!

Designer Bruce Gordon says he's tried to capture the magic of the original Spectrum with the Coupe – plus some more! Looks like MGT have succeeded!



Integrated Circuits

Box 1 – Lots of little chips wired together, doing lots of stuff like DMA functions, memory management, MIDI, etc.

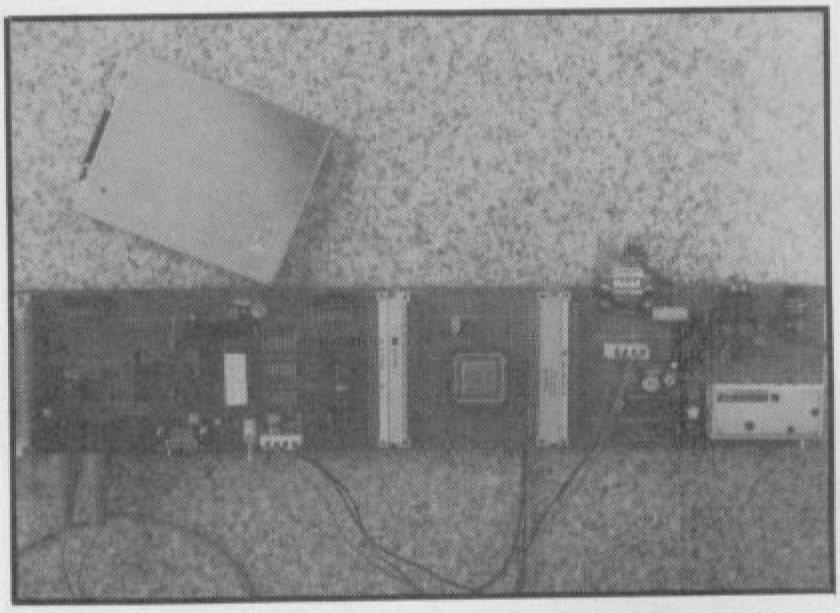
Box 2 – A single chip doing the same job – the SAM chip.

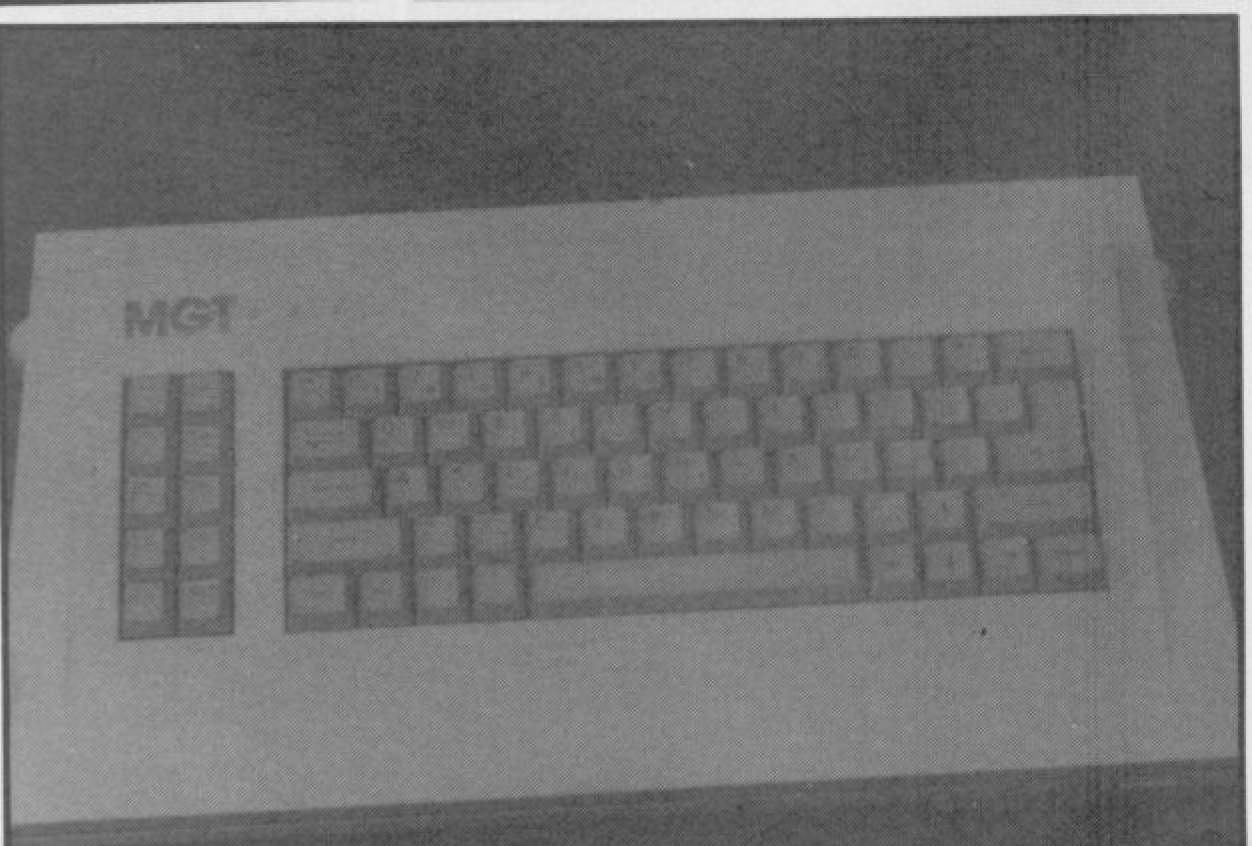
Cor, isn't science wonderful! The SAM chip might not exactly be the heart of the machine – more like the liver – but having all that stuff on a single chip makes it more relyable and cheaper!

8-Chip wonder

The inside of the SAM Coupe Prototype – built around only 8 chips! Working from left to right, there's the video chip, the Philips sound chip, in supreme isolation, the SAM chip, two 128K RAMs (yes, there are four here, but only two in the standard machine!), one ROM (containing the O/S and Basic) one Z80, then a tiny thing right, deal with MIDI in/output control.

The fewer the chips, the less there is to go wrong – and the cheaper the machine.....that's why MGT are hoping to deliver a 256K piece of kit for only £150....





Spectrum Compatibility

Now here's a game that you might be familiar with – Op Wolf on the Spectrum. And here's a picture of it running on the SAM Coupe! How do they do it....just a bit of technical wizardry. And using the Coupe's sophisticated graphics bits, you can mess around with games that're runnin on it. Ever seen Op Wolf in these colours, for example!!

Fab Graphics!

Ever heard of Mandelbrot diagrams? Obviously haven't got an IQ of over 167 then. These are mathematical functions that can produce pretty, but very complex, patterns on screen. Here's one showing the Coupe off in all its glory. Try doing that on a Sinclair!

The Designer

Bruce Gordon – trying to create some of the old Sinclair magic in the SAM Coupe. Looks like he's sycceeded.

MIDI – What is it?

MIDI stands for Musical Instrument Digital Interface – it's a way of controlling musical instruments, like keyboards, with computers. It lets instruments communicate ??????

The Coupe has a full 16 channel implementation of MIDI, which combined with its 256K memory makes it a superb MIDI controller. Considering you can pick up a MIDI keyboard for just over £100 now, that means you could have a MIDI set for less than £300. Move over Stock, Aitken and Waterman!

By the time the Coupe is released, there should be some excellent MIDI software around for it. Boogie on down!

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GAMES REVIEW

THE MUTIES STOLE MY TRUCK

Now this is a bit unusual. Unusual title, unusual plot. You are Brad, known to his friend as Brad, truck driver extraordinaire who, when he isn't working at his truck driving firm, can find no better way to relax than driving a truck. When the muties invaded, somehow they managed to latch onto his only weak spot. They took the only thing that really matters to a man. They stole his truck. Now he's mad.

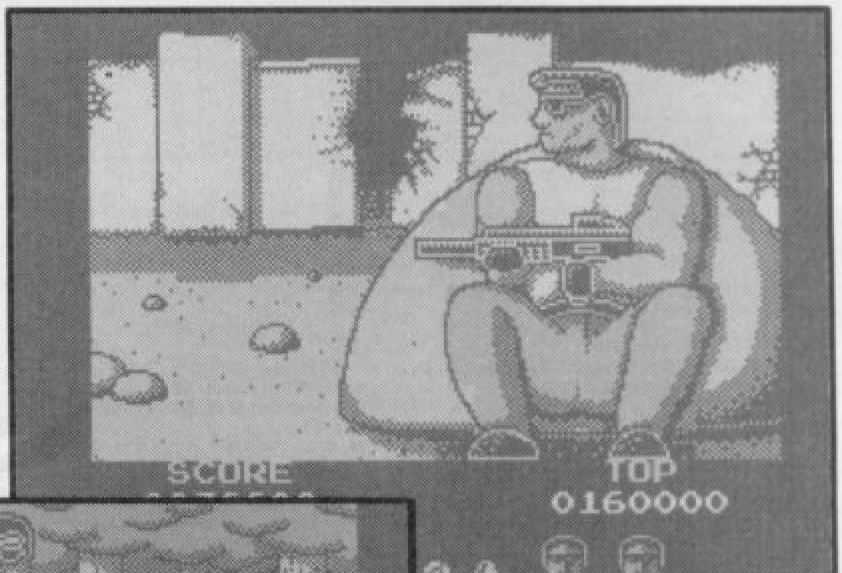
so, in his anger, he does what any other red blooded truckless truck driver would do. He sets off to take it back, and what a journey he has to take. Three whole stages of sadiestical mayhem. First, our gallant hero has to battle through a haunted forest followed by a graveyard. Then a quick ramble through a nearby desert and finally to the mutie's base, where his truck is held captive. Now forgive me if I'm wrong, but that isn't an awful lot of levels. Still, maybe they're so full of action and adventure that it seems like you're getting a huge game.

Maybe not. TMSMT is a pretty dull game interspiced with some rather dreadful still pictures, laughably so. This is how the game works. You have to scroll from left to right, shooting all the bad guys with your little gun. At various points, you can collect extra weapons, such as flame throwers and laser rifles. At the end of the level, you fights a large bad guy who takes a lot of hits to destroy. See, brimming with originality.

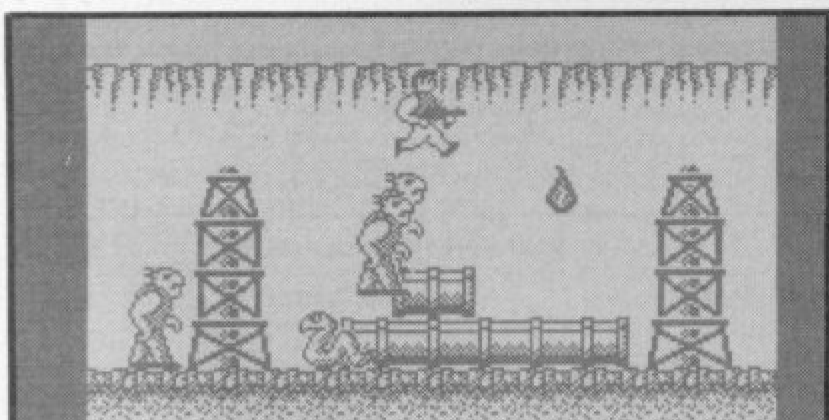
Graphically, it's not too bad. The sprites are large, and recongnisable, though I'm not too sure about the animation. The backdrops are dull and repetitive, for each level and a hole here and there. The graphical low point of the entire game, and one of the funniest things I have ever seen are the stills that appear between the levels. The first one has the main character stood in a forest, and judging by the rather stumpy legs he has, it looks like he's kneeling down on a pair of shoes.

I don't want to say it's crap, because that would be unfair. It just isn't any good. A dip in standard from Players.

This is all a bit of a shame, but I get the feeling that there just wasn't a great deal of imagination in the mixture for this little concoction■







FAX BOX

ARCADE REVIEW

THE MUTIES STOLE MY TRUCK Label: Players Preimier Author: In-house Price: £2.99 Memory: 48K/128K Joystick: various

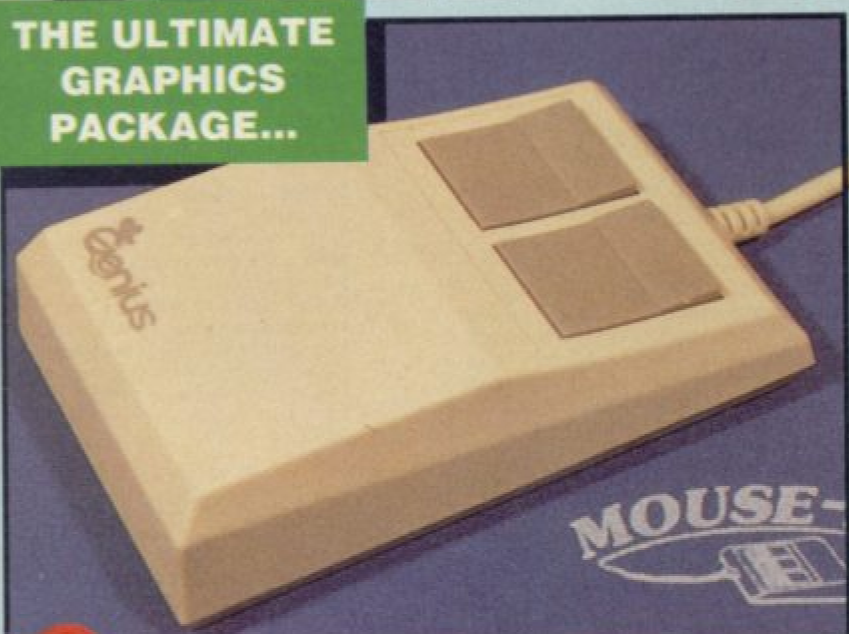
Dull, substandard scrolling shoot-'em-up. At least it's budget.

Reviewer: Tony Dillon

GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL
68	62	63	60	61

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- The Ram Turbo is a dual port interface supporting all formats - Kempston, Cursor & Interface II.
- Through port allows for other add-ons.

QuickShot II

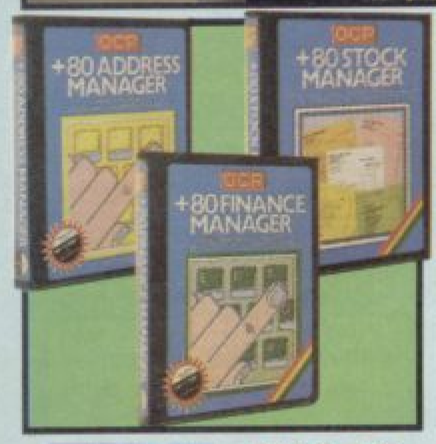
VALUE PACK

- Built in reset switch & power protector.
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- Too many features to list.

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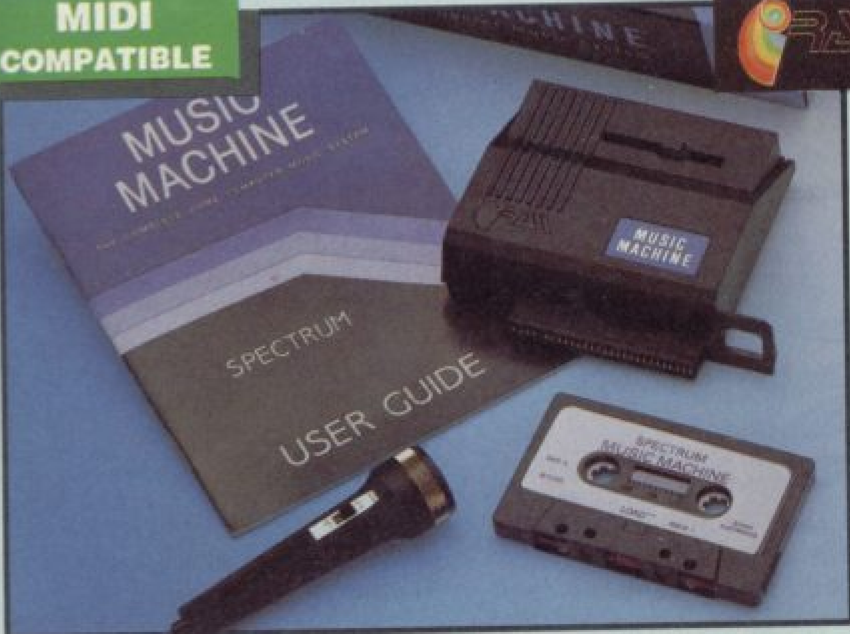
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- It's a two voice music/sound synth.
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TH



Let me introduce you to a person who has been known to spread chaos on the wordl.

His name is Tom Frost and the chaos that he spreads is of the adventure game variety, and may the Great God of Adventure bless him for continuing to produce good quality games at low prices. He's been doing this for some years, as his many loyal followers will know to their pleasure. Others take note, you don't know what you're missing. He writes excellent stuff, does our Tom. One such is his latest effort, a three-parter (which is what the cassette box says, but there are actually four parts) called **The Gordello Incident,** which sounds very similae to the title of another adventure game, but we'll let it pass. The format used is roughly the same as his popular **Double Agent** game, in that we have a vertical split-screen to stare at.

However, changes have been made. Now we have an OOPS command, which for some reason is abbreviated to M. You'll need this often, I can tell you, because one of the two clones initially under your control in the first part of the game has a highly irritating habit: he does the opposite of what you tell him! Ask him to go north, he goes south. Ask him to open a trapdoor, he closes it. It all adds to the fun.

These particular habits continue throughout the game, until by the time we get to part three there are umpteen characters roaming about just itching got you to tell them to do something. Whetherthey will or not is another matter. Gardeners, soldiers, boxers, all sorts of people, and if you don't ask them to do something, why, they'll just go ahead and do something anyway. Fortunately there is a pause feature (missing orginally, but everyone who play-tested it felt that the game was much too hard!) to give you time to relax and ponder over your next move. Very useful.

The Gordello Incident only costs £3.95, and like just about every other Tom Frost game I can heartily recommend it. Postal order, cheques and cowrie shells to Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT. Get those clones working for you today!

After the good news, I hate to say it but there's some sad news. I am informed by various people that The Adventurers' Club Ltd, is no more. Subscribe ye not, dear readers, keep your hard earned groats to yourself and do not bother sending them in the direction of The Adventurers' Club. I'd love to tell you otherwise, but I can't, and a thousand commiserations to any new subscribers. What's happened to all the money, you might ask. Other people will be asking the same thing, don't you worry! I shall keep my ear to the ground (provided it's clean; the ground, you fool, not my ear) and pass on any information that comes my way.

In my usual, some would say unique, flowing style, I shall pass on some information that has come my way. The name Christopher Hester may be

TEMPLE TERROR:

From where we left off last time: north, west, north, east, north, say chop, get axe, get glass, west, wouth, south, west, cut leg (of table, not your own!), east, north, north, west, open coffin, kill vampire, north, east, open door (to find alixir), press circle, press triangle, press cross, open pot with spoon, paint class, deflect beam, north, west, north, search rubbish, get knife, west, south, north, get rope, east, east, throw rope, swing rope, west, cut leather, north, examine throne, get token, south, east, south, west, south, east, south, insert token, west, south, east, south, south, west, south, east, south, east, south, west, south, south, south ... and that, dear mortals, is another one completed!

THE DOOMS-DAY PAPERS:

From the start: Enter machine, get spacesu-ite, wear spacesuit, s, e, get meat, n, e, up, w, get boots, wear boots, enter hatch, wait, s, give meat, n, get spade, dig, get pen, w, n, n, e, climb ladder, s, give key, e, get pass, w, s, e, move rubbish, w, s, enter train, insert coin, e, e, e, n, e, type bus, get ticket, w, w, enter bus, e, n, n, give pass, n, e, n, give pen, look, remove tile, enter hole, remove boots, drop boots, n, get cutters, e, e, cut fence, (search around locations for ID Card and Dark Goggles), wear id, wear goggles (from the pylon where you got the goggles): s, w, s, s, w, w, s, wait, s, get mouse, s, d, s, s, s, w, s, e, e, s, drop mouse, e, e, n, e, n, n, w, s, w, n, n, u, e, d, e, type A2D0168, get papers, e, enter tunnel ... and that's it!

E SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU

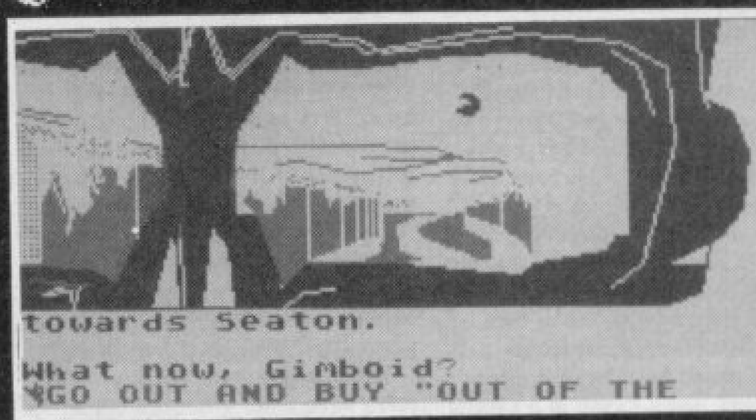


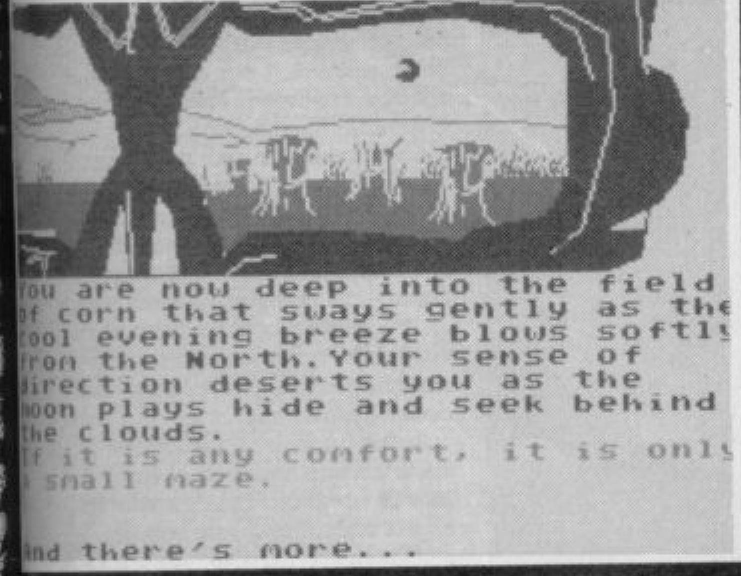
familiar to you. Apart from being an Isaac Asimov fan, his other claim to fame is that he has started a magazine (fanzine? There must be some other name for them) called *Adventure Coder.* Note that this is aimed at people who are writing adventures, ratherthan solving them, and covers home grown methods of programming as well as the use of the many utilities that abound these days. In the editorial hands of C. Hester there will probably be about 4,096 pages in the first issue (that was the subtle hint, young Christopher), and sample issues cost the princely sum of pounds one. Cheques etc. to C. Hester, who lives at 3 West Lane, Baildon, Nr. Shipley, West Yorkshire BD17 5HD. It says here that it's published by Mandy Rodrigues, published presumably being a misspelling of the word photocopied. However, as Mandy is the brains behind the fanzine *Adventure Probe* these days, we can only hope for the best.

There have been a few adventures about the exploits of Dr. Who and his plucky team, but do you know what the letters TARDIS stand for? I shall tell you. Time And Relative Dimensions In Space, that's what. Why was K9 called K9? Well, I think you should know that, really. When was it created and by whom? In 1962 by Sidney Newman and Donald Wilson. It's astonishing what you can discover when attempting to look up something in an Encyclopedia (the typesetters will hate me for that, all these long words: in, an, up, that sort of thing) and happen to turn over a page or two to far.

What was I looking up in the first place? Who invented Cats' Eyes, that's what. Why was I looking it up? Don't ask stupid questions!

That about wraps it up for this month. Everyone seems to have gone on holiday! Companies, people. I await my postcards with bated breath. Why don't YOU send me a postcard? Let me know where adventurers go on their holidays. The Sorceress rarely goes further than... but that would be telling, wouldn't it? Byeee!





WITTS END

THE BEAST: From last time: get the piece of fur and take a photo of the dead sheep as evidence. Tell the farmer about the sheep and he will give you the key to the shepherd's hut on the moor. Buy a cup of tea at the cafe, you'll need the teaspoon. Carry the map and climb over the gate to get to the moor. Examine the trees to find some bark to make a fire, and the bracken to find a branch to help you down the steep slope. At the standing stones, scrape a hole with the trowel, break the candle to get the wick to use as a fuse, attach it to the pouch of gunpowder in the hole. Light the fuse to blow up the tree. It will fall down the slope and form a partial bridge crossing the river. You can jump the remaining gap. In the shepherd's hut, use the newspaper and the bark to light a fire. Open the can with the tin opener and warm the beans in the pan. Eat them using the teaspoon. With the rain, the day is too dark to explore the combe, so just wait until 6.40 P.M. when it starts to get darker and sleep for the night. In the morning, go to the combe, wait on the ledge by the pool and take photographs of the beast and its cubs when they emerge to drink. THE END!

PRECINCT 19

Down in the depths of Precinct 19 this month – an overview of the 2nd Edition Advanced D&D, the big Daddy of them all, from TSR, you've read the comics, now be the character with Judge Dredd – the role playing game from Games Workshop – and private investigations Victorian style in the PBM game The Great Detective.

A long time ago in a galaxy not that far away, a guy called Gary Gygax was inspired to create a game that revolutionised wargaming all over the world and created a new area to the genre.

The game was Dungeons and Dragons (universally abbreviated to D&D) and it was the start of a whole new industry – the production of role-playing games, that is, games where – instead of controlling an army or a platoon – you play the part of a single character.

In the fifteen years since then, literally hundreds of other role playing games have been written and played, some based in a similar fantasy Tolkienesque world to D&D, like Runequest, others set in a Science Fiction environment, like Traveller. One of the more bizarre has been set in the world of Watership Down, with players taking the part of Rabbits, Bunnies and Burrows! Arguably, none of them have had the popularity and durability of the original, which is available in 12 languages (not including Elven!) and 42 countries – not to mention 7 or 8 planes of existence!

Originally, the game came in a boxed set containing three small booklets. Supplements were soon produced as extra booklets, first Greyhawk – the rulebook that introduced the new (then!) character class of Thieves, and then Blackmoor – the first pro-written scenario with Gods, Demi-Gods and Heros following on from that.

Soon after this point in time, it was obvious that there was a large amount of information fragmented all over the place and the rules needed reorganising.

What hjappened was the game system, split into two – a new Basic system dealign with lower level characters providing an entry level introduction to the games and Advanced D&D, consisting of a series of hardback books, starting with the Players' Guide, the Dungeon Master's Guide and the Monster Manual which dealt with experienced characters – or particularly ambitious first timers!

Many, many more supplemental rules have been produced since then, as part of the evolving nature of the game, and the time has come again to update and reorganise the system – Edition 2.

Out already are the Players Handbook (the essential tome for the D?Der – £10.95), Dungeon Masters Guide (for the game controllers or Dungeon Masters – £9.95) with the Monstrous Compendium Vol 1 (for DM's, containing hundreds of monster details £13.50) out early Summer '89. Vols 2 and 3 of the latter should be out by the end of the year. So, what does the new 2nd Edition have to offer?

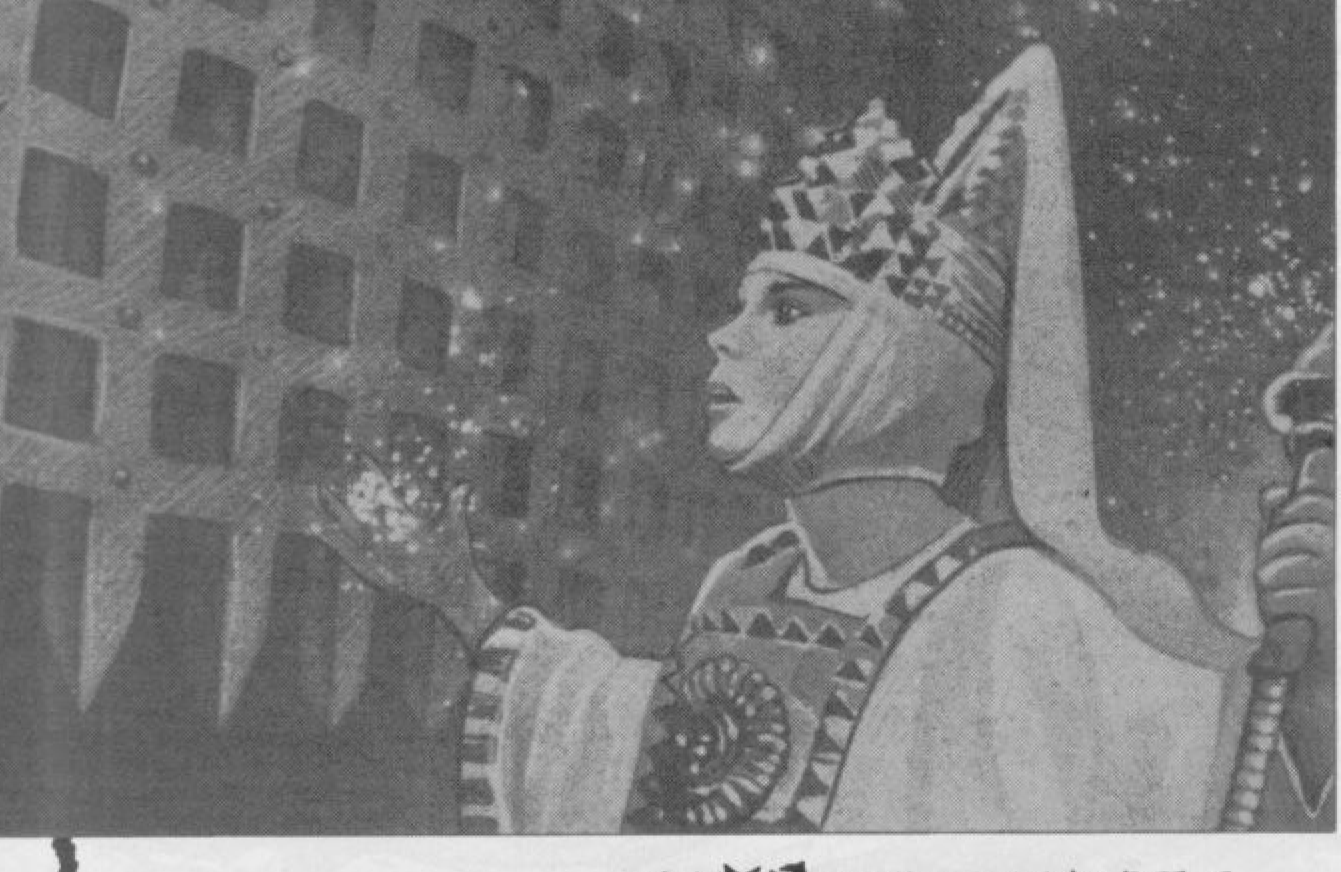
Chances are, if you've been playing D&D or DMing for some time, you will have taken the original rules and fiddled about with them quite a bit. Some parts of AD&D were always a bit cumbersome others a bit sparse – and custom streamlining seems almost obligatory. Still, the new rulebooks hae enough new ideas – all better organised and presented than before – to make the purchase worthwhile.

The sections on Character Class, Experience and Combat are the ones which have undergone the most changes – but nothing radical enough to worry about. There is particularly more background and help to produce a more rounded character – rather than a persona simply made up of a list of stats.



It's beginners that will benefit most from the 2nd Edition, however. There is much more guidance than before for new players/DMs alike on the way to make a campaign enjoyable and 'realistic', usually lacking in the first efforts of any player.





With all the amount of feedback and testing since the first edition rules, the second had to be an improvement – and it is, continuing to make D&D the best rounded set of pro role-playing rules available. Recommended. If you want to find out from the horse's mouth, write to TSR at 120 Church End, Cherry Hinton, Cambridge CB1 3LB. Since D&D has evolved over so many years, it's become smooth and rich as a vintage wine. So when you come up to something like Judge Dredd – the role-playing game, it's something like a bottle of Ti er! Bubbly, refreshing, but not something you'd serve the vicar if he comes 'round!

Judge Dredd is, of course, the major cartoon character of the 2000AD commics – hugely popular by all accounts from 8 year olds to stockbrokers!

Based in the futuristic post-holocaustr Mega City One, the judge is one of the hi-tec law enforcement officers that patrol the streets – and pick up the Perps – perpetrators of crime. As you can imagine, law enforcement in the rough future time, is a bit . . . well . . . violent. And that's exactly what it is, brother!

Originally released as a separate Judges Handbook and Game Master's Book, these two are now bound together in a 200-odd page hardback, and the game system is certainly game for a laff.

Everything from the history of Mega City One, the occupants and minutae of the equipment carried by the Judges is detailed with its pages – and as such has got to be essential reading for any 2000AD nutter.

The game system itself is quite similar to Traveller – where experience does not make you go up specific experience levels, but allows you to increase a specific skill.

Combat tends to be fast and bloody – and in a brief playtest session, great fun was had by all, with a lot of heavy Judge role-playing, with shouts of "Freeze Punk!!!" coming from all corners.

If anything, it's the construction of these scenarios that form the most difficult part of a GM's job in Dredd – routine police work is still routine in Mega City One – even if there's more blowing away of Perps than in the UK!

To come to your aid here there are supplements already available from Games Workshop – the Slaughter Margin and the Judge Dredd Companion. More details from Games Workshoip, Chewton St, Hilltop, Eastwood, Nottingham NG16 3HY.



Finally, a game that I've been trying to mention for some time, The Great Detective from Creative Encounters. In this PBM you have a character with the attributes of Strength, Dexterity and Speed, money with which to buy equipment (a gun might come in useful!) and which to pay for the essentials of life. Finally you can choose five abilities, such as disguise, lockpicking and foreign languages.

Now, having witnessed a suspicious death, it is up to you to, with the aid of maps supplied (and rumours) supplier, move around London, examine locations, quiz witnesses, etc to try whodunnit! Elementary!

If you think it sounds like you, write to CE at 15 Uxbridge Road, Hanwell, London W7 3PX. Start up is £5.00 and turns £1.75.







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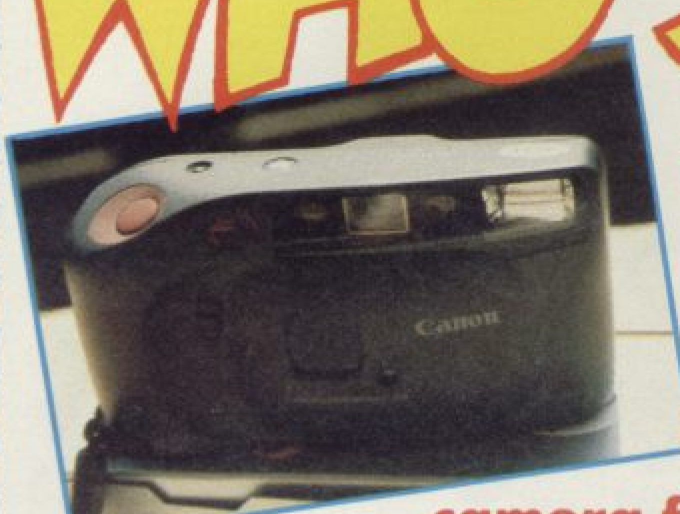
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DAVID BAILEY WHO'S HE?



WIN EVERYTHING ON THIS PAGE (apart from Jim)

Here's your chance to nab a smashing Canon Sure Shot Ex camera from those lovely lovlies at Virgin

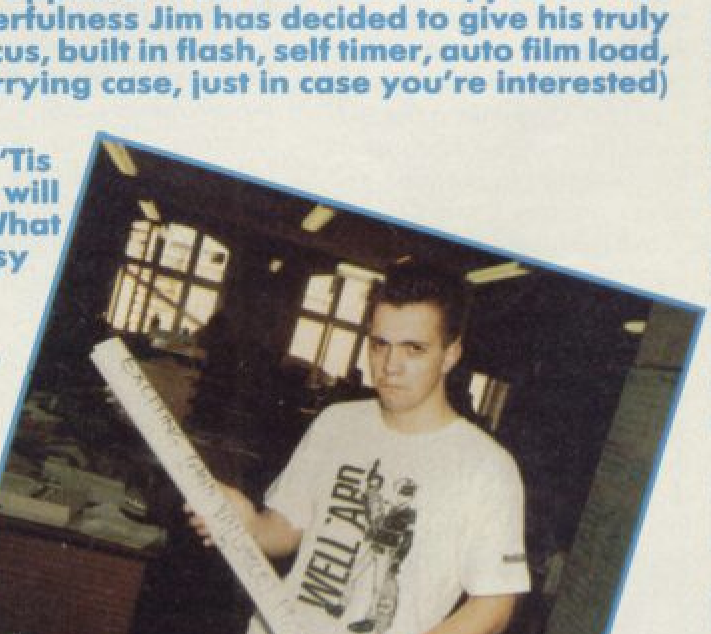
There you are sitting on your bunk bed flicking through your copy of SU and lo and behold you come across that super VIRGINMASTERTRONIC compo with the rather hunksome piccy of Jimbo the ed. Not only is he flashing an absolutely amazing Canon Sure Shot Ex camera all over the place, he's also modelling a ruddy rad 'WELL'ARD' T-shirt, whilst juggling a Gemini Wing poster and a copy of said game. Gosh he really looks the bizzo you think, turning green as a gherkin.

Why does he get all the best toys to play with? Why does he look so darn handsome in that T-shirt? Why does everyone adore him so much (ho-hum – Al)? Why can't I be as jammy as him? You fling yourself to the carpet and blub into the shag pile.

Then, in a puff of purple smoke, Alison the magic SU fairy appears. "Fear not wee child, you too can be as jammy as old sauce chops himself, for in all his wonderfulness Jim has decided to give his truly tremendous camera (which, by the way, comes with auto-focus, built in flash, self timer, auto film load, multi shot load, auto film speed setting AND a strap and carrying case, just in case you're interested) away to one lucky reader".

"This can not be true, Fairy Alison", you cry in disbelief. "Tis true, and that's not all. Along with this wicked snapper Jim will also chuck in his T-shirt, poster and copy of Gemini Wing. What a guy. And all you have to do is answer the incredibly peasy questions below and this bumper batch of goodies could be yours. What do you reckon then?"

"I reckon you should get off my bunk bed, fairy features, I've no time to speak to you, my compo entry form is waiting to be filled, now bog off".



WHAT YOU HAVE TO DO

Circle the answers below and send your coupon to: 'Jim give me all your groovy gear compo', Sinclair User, 14 Holkham Rd, Orton, Peterborough PE2 0UF. Compo closes September 30th 1989.

1. Name the photographer who regularly appears in camera commercials. Is it?
a) Aurthur Daley b) David Bailey c) Lionel Blair
2. In which issue of SU did we preview Gemini Wing. Was it?
a) March '86 b) March '89 c) March '87
3. What's Fairy Alison's favourite nick name for Jim? Is it?
a) Fat Face b) Sauce chops c) Squid features

Name..

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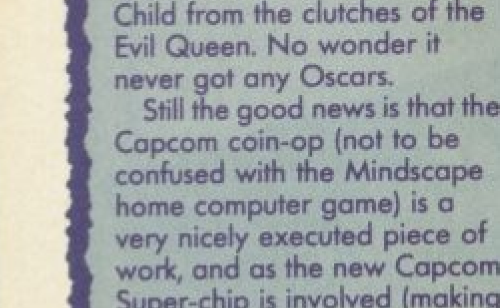
You've seen the film, worn the T-shirt, eaten the book and pirated the video – how about playing the arcade game? **Willow** makes a spectacular entrance onto hardware – and doesn't it look pretty? Feeling particularly butch? **Dynamite Duke** is obviously the game for you, then. But if you wanna rock – only **Dragon Breed** will do! GAME ON!

Willow Capcom



Willow was (a long, long time ago in a galaxy far away), a Lucasfilm proto-blockbuster that wasn't. The central character looked like a Hobbit and had to rescue a Saint-Child from the clutches of the Evil Queen. No wonder it never got any Oscars.

Still the good news is that the Capcom coin-op (not to be confused with the Mindscape home computer game) is a very nicely executed piece of work, and as the new Capcom Super-chip is involved (making this the fourth game to use that technology), the graphics are fab.



The story is the same – you start off playing Willow Ufgood – and have the quest for the kiddie to complete, killing off the Evil Minions of Baumorda while you're at it. No problem – not with the Ultimate Good on your side, anyway. Armed only with a humble joystick and two buttons (one for chop, the other for jumping) off you go.

The first scene has you skipping through the woodlands – taking out enemy guards. It just goes to show that Crime (in the name of Good) does pay too, as you get gold the corpses turn into gold pieces that you collect and save to spend at the handy local Good Persons Equipping with Extra Weapons and Adventuring Accessories (by Order) Shop.

Jump, Hack, Jump, Hack and into the shop . . . by golly, it won't let you have a big wobbly sword with which to put Evil to flight – although it will give you protection-type things such as Amulets of Protection. Nope, only the character you become in the Second Scene can use these bits, matey.

The object of the first, having seen off intermediate baddies and End of Level purple pigs is to rescue the noble warrior, Madmartigan. As he is a good sort, he vows to help you in your quest, and throughout the rest of the game you will find yourself alternating between him and Willow – depending on circumstance.

The second level starts with an escape from a tavern involving more slashing than.... well... perhaps we won't go into that), to a fast and furious chase scene, with you on the back of a cart going along at high speed, being chased by half an army. Not easy.

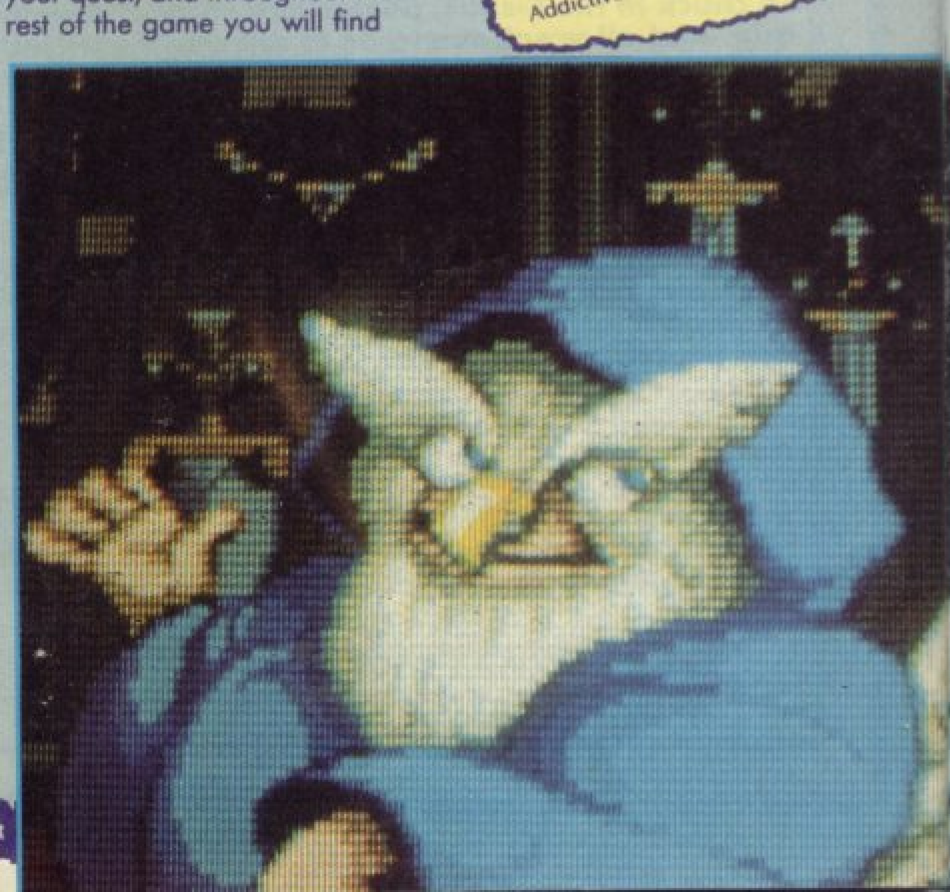
Overall, the game is a nice mixture of jumpy action and beat-'em-up – not overly taxing or adrenaline inducing – but lovely graphics, beautiful sound and a good cause. What more could you want from a coin-op?

FAXBOX

Willow
Beautifully presented and you'll save a whole multiverse from the clutches of the Ultimate Evil. Beats going dow the pub any day.

Graphics 9
Sound 8
Gameplay 8
Addictiveness 7

OVERALL RATING **8**



Dragon Breed



Dragon Breeding. Now there's a concept to conjure with. Beats canaries or racing pigeons I guess. Ever read any of the books on Dragon World by Anne Macaffney? She's penned an excellent series of books about the fantasy world where Dragons were ridden and used to protect the lands from invasion. Well, **Dragon Breed** is a bit like that too – but only a bit.

You are, in fact, riding on the head of this here Dragon which has got a huge tail which can zap things by colliding with them – and your job is to give assorted aliens hell. No problem.

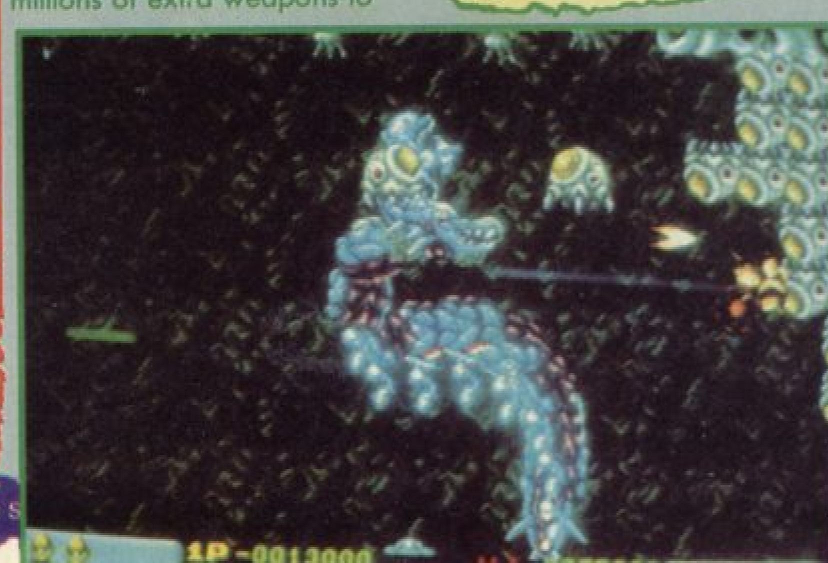
It's one of those frantic sensory overload jobs where there are so many sprites on screen that your brain fries trying to take all the information in and there are millions of extra weapons to collect and if you get these mega power ups the world explodes every time you press the fire button and you have to manoeuvre the dragon out of the way of some stuff and try to not get shot at the same time and your central processor starts grinding to a halt, but then just gets just enough adrenaline to get going again and you end up coming off the machine all breathless and exhausted.

Get the idea? Sod the details – play it!

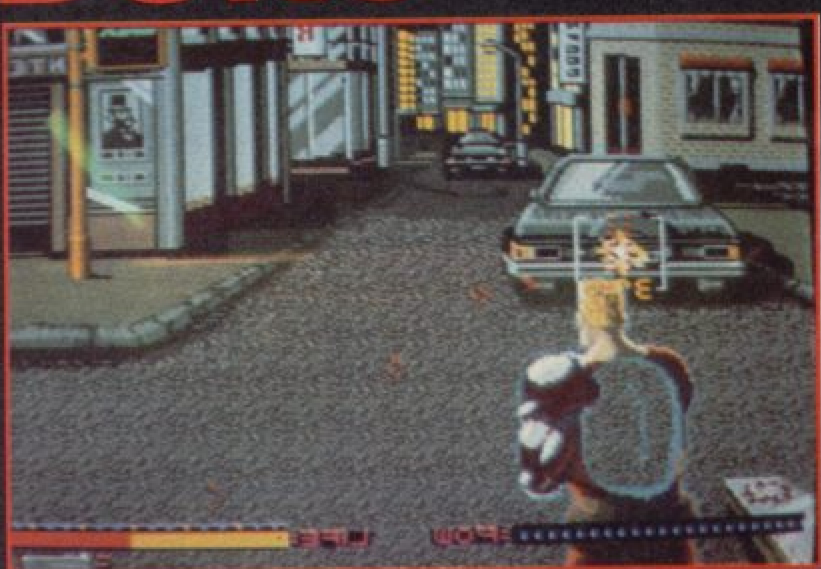
FAXBOX

Dragon Breed
If this game doesn't get you excited – take up basket weaving. Blast-a-minute with some original touches. Go, go, go, go, go, go!
Graphics ?
Sound ?
Gameplay 9
Addictiveness 9

OVERALL RATING
9



Dynamite Duke



There have been several variations on the **Op Wolf,** electronic shooting gallery. Some have been flops a bit like Taito's intended sequel **Op Thunderbolt,** and some quite good ones, like **Mechanised Attack.** Now there's **Dynamite Duke** to contend with.

To be fair, it's a bit different. There is still the same, you and your gun versus 15 million other guys scenario, but this time, your body is presented in transparent outline on-screen – just like in **Dead Angle.** This makes it a lot easier to judge if you're going to be hit by enemy bullets or not – as you are super-human and can see them coming towards you in time to dodge out of the way. I never could figure out what the enemy target area was in **Op Wolf.**

The essentials are the same, however. It's a horizontal scroll with enemy martial-type things moving past. You have a gun sight that you move around the screen with the joystick (it also gives you the number of rounds you have left on-board). And you shoot the hell out of them.

If you run out of ammo – and sometimes when you feel particularly macho – you can punch people out instead, like a traditional boxing game.

I like it – maybe you will too. Go for it, Dan! And let me have the bull power back when you've finished with it, will you?

FAXBOX

Dynamite Duke
Another shooting gallery, but it's really quite good if not completely original. Well worth a minor investment, although probably not a biggie.
Graphics 7
Sound 7
Gameplay 8
Addictiveness 7

OVERALL RATING
7

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HOW T

ASCII code nightmare
disassemblers? Baffled by
problems with programmin
or not, Andrew Hewson is
and he'll be investigating th
say "Ram Dos Buffer Int

... DO WE USE FLOATING POINT

A couple of letters landed on my desk last month with questions such as, 'How do you use the floating point calculator?' from Frode Tennebo in Norway and 'How do you draw lines and plot in machine code?' from Gordon Bissell of Stafford. This month I hope to answer both questions with a few practical examples including circle and plot routines in machine code.

Machine code is easy once you have learnt the basics and start to use it more frequently, like learning a foreign language in fact. The numbers we deal with are all INTEGERS and there are no complicated decimal numbers or fractions to worry about. This is great for most applications but at some point in time you will want to do something where the odd cosine or square root is required and with integers, we can't simply round up the result and expect the calculation to work out. In a game for example, the main character might have a single byte for each of the X and Y co-ordinates of its screen position. Each byte gives us a resolution of 1 pixel but as this is the smallest resolution of movement then it is perfectly adequate. We treat each byte as an integer and there are no problems. In fact, if we had a co-ordinate system with a resolution down to 0.001 or one-thousandth of a pixel it would just mean designing an overly complicated routine to handle those smaller floating point numbers – hence the reason for shying away from FP.

This is the standard way

PUTTING NUMBERS INTO THE CALCULATOR

There are a couple of ways to do this – if we are using any of the 5 special values above, we just use the

```
RST 28H
DEFB A2H        ;Stack a half (0.5)
DEFB A4H        ;Stack ten (10)
DEFB 04H        ;Command code for multiply
DEFB 38H        ;Exit calculator command
JUMP 2DA2H      Exit via Floating point to 'BC'
```

of accessing the calculator. The RST instruction enters the calculator, the two bytes – A2H and A4H are special commands that deposit the values 0.5 and 10 on the stack. There are 5 of these 'special values:

A0H – zero
A1H – one
A2H – one half
A3H – one half of PI
A4H – ten

After putting 0.5 and 10 on the stack, we tell the calculator to multiply the two items on the top of the stack with the 04H command code. Finally we exit the calculator with the code 38H. However, to be of any use to us we have to get the result into a register for further use. There is a very useful routine which performs the function 'Floating point to BC' at address 2DA2Hex. It rounds the floating point number and puts it into BC and the accumulator is a copy of C.

commands A0H to A4H. Typically we would want to be able to put in values from a register pair say. The routine to do this is at 2D2B Hex. It will place at the top of the calculator stack the value held in the BC register pair. This works like to:

THE THREE MODES OF THE CALCULATOR

In a calculation, it may be what is called 'Unary' meaning functions such as – 1/x, SQR x, SIN x, etc. The actual calculation is just acting on the 'last value' on the stack. These are Unary calculations.

```
LD BC,21        ;We will demonstrate 21x43
CALL 2D2BH      ;First we stack 21
LD BC,43        ;
CALL 2D2BH      ;Now we stack 43
RST 28H         ;Enter the calculator
DEFB 04H        ;Multiply 21x43
DEFB 38H        ;Exit the calculator
JUMP 2da2h      ;result in BC
```

The result here in BC should be 21 x 43 = 903.

When we perform the calculation 3 x 10, this is known as a binary operation ie there are two values on the stack. This use of the word binary is not to be confused with the normal Base 2 '1's and '0's type of binary we all know.

Finally, the calculator has 6 memories which can be used for temporary storage (as well as the calculator stack). Operations using the memories are termed 'manipulatory' as they do not actually calculate anything.

Although the calculator stack is not to be confused with the Z80 machine code stack, it still has to be treated like on – we use the DELETE command in the calculator which has the code 02H to tidy up the stack – a bit like the POP instruction in Z80 code.

PRACTICAL USE OF THE CALCULATOR

Circles can be drawn with clever algorithms that don't need floating point arithmetic but here I will demostrate a relatively

HE HELL!.

res? Disillusioned with
y bytes? If you're having
ing, whether they alliterate
your man. Drop him a line
the problem before you can
terface Edge Connector"

NUMBERS IN MACHINE CODE?

```
LD BC,64H           ;Use BC
CALL 2D2BH          ;Stack 64 Hex
RST 28H             ;Enter calculator
DEFB C3H            ;Store top of stack to memory 3
DEFB 02H            ;Delete it from the top of stack
DEFB 38H            ;Exit from calculator
```

standard trigonometric method of drawing circles. The routine is based around an interactive solution where we only have to sue the slow COSINE and SINE calculations once for the whole circle. Fro avid mathematicians out there, the formulae can be found on page 78 of the book Computer Graphics by John Lansdown and published by Hodder and Stoughton.

The Spectrum machine code works like this:

```
        RST 28H                     ;Enter calculator
        DEFB A3H                    ;Stack PI/2
        DEFB 34H                    ;Stack data (90 decimal)
        DEFB 40H,B0H,00H,5AH
        BYTE 05H                    ;Divide (PI/2)/90 = PI/180
        DEFB 34H                    ;stack 360 decimal
      DEFB 80H,B0H,00H,01H,68H
        DEFB 34H                    ;Stack the number of steps
        DEFB 40H,B0H,00H,64H        ;In this case 100 decimal
        DEFB 05h                    ;Divide 360/steps
        DEFB 04H                    ;Multiply PI/180
        DEFB 31H                    ;Duplicate it
        DEFB 1FH                    ;Get the sine of it
        DEFB 01H                    ;Exchange the top stack items
        DEFB 20H                    ;Get the cosine of the angle
        DEFB C0H                    ;Store it in memo
        DEFB 02H                    ;Delete from the top of stack
        DEFB C1H                    ;Store the sine in Mem1
        DEFB 02H                    ;Delete to clear the stack
        DEFB 34H                    ;Stack 77 decimal
      DEFB 40H,B0H,00H,4DH
        DEFB C2H                    ;Store it in Mem2
        DEFB 02H                    ;Delete it
        DEFB 34H                    ;Stack 87 decimal
      DEFB 40H,B0H,00H,57H
        DEFB C3H                    ;Store it in Mem3
        DEFB 02H                    ;Clear the stack by deleting
        DEFB 38H                    ;Now exit the calculator
        LD B,100                    ;Use B as a counter
CLOOP:
        PUSH BC                     ;Save it for later
        RST 28H                     ;Enter calculator again
        DEFB E2H                    ;Get contents of Mem2
        DEFB 34H                    ;Stack the X centre of screen
        DEFB 40H,B0H,00H,7FH        ;Which is 127 decimal
        DEFB 03H                    ;Subtract it from Mem2
        DEFB C4H                    ;And re-store it in Mem4
        DEFB 02H                    ;Tidy the stack
        DEFB E3H                    ;Get Mem3
        DEFB 34H                    ;Stack the Y centre of screen
        DEFB 40H,B0H,00H,57H        ;Which is 87 decimal
        DEFB 03H                    ;Subtract it from Mem3
        DEFB C5H                    ;Store result in Mem5
        DEFB 02H                    ;Tidy up stack
        DEFB E4H                    ;Get Mem4 – X diff
        DEFB E0H                    ;Get memo – cos angle
        DEFB 04H                    ;Multiply
```

```
        DEFB E5H                    ;Get Mem5 – Y diff
        DEFB E1H                    ;Get Mem1 – sin angle
        DEFB 04H                    ;Multiply
        DEFB 03H                    ;(X diff x cos)–(Y diff x sin)
        DEFB 34H                    ;Stack X centre of screen
        DEFB 40H,B0H,00H,7FH        ;Which is 127 dec
        DEFB 0FH                    ;Add it to above
        DEFB C2H                    ;Store for next loop in Mem2
        DEFB 38H                    ;Exit calculator
        CALL 2DA2H                  ;Put last value in BC – this
        PUSH BC                     ;is the X co-ordinate of the
                                    ;next circle point
        RST 28H                     ;Enter calculator again
        DEFB 02H                    ;Delete last value
        DEFB E4H                    ;Get Mem4 – X diff
        DEFB E1H                    ;Get Mem1 – sin angle
        DEFB 04H                    ;Multiply
        DEFB E5H                    ;Get Mem5 – Y diff
        DEFB E0H                    ;Get memo – cos angle
        DEFB 04H                    ;Multiply
        DEFB 0FH                    ;(X diff x sin)+(Y diff x cos)
        DEFB 34H                    ;Stack Y centre of screen
        DEFB 40H,B0H,00H,57H        ;Which is 87 dec
        DEFB 0FH                    ;Add to above calculation
        DEFB C3H                    ;Store in Mem3 for next loop
        DEFB 38H                    ;Exit from calculator
        CALL 2DA2H                  ;Put last value in BC – this
                                    ;is the Y co-ordinate of the
                                    ;next circle point
        POP DE                      ;Retrieve the X co-ordinate
        LD D,C                      ;E and Y co-ordinate in D
        CALL PLOT                   ;Plot this point
        POP BC                      ;Restore the counter in B
        DJNZ CLOOP                  ;Loop back until finished
        RET

PLOT:
        LD A,D                      ;Test the Y co-ordinate for
        CP 192                      ;Off-screen
        RET NC                      ;Return if it is
        AND C0H                     ;Calculate the screen address
        RRA                         ;from the co-ordinates
        SCF                         ;with a few bit-manipulations
        RRA                         ;
        RRA                         ;
        XOR D                       ;
        AND F8H                     ;
        XOR D                       ;
        LD H,A                      ;
        LD A,E                      ;
        RLCA                        ;
        RLCA                        ;
        RLCA                        ;
        XOR D                       ;
        AND C7H                     ;
        XOR D                       ;
        RLCA                        ;
        RLCA                        ;
        LD L,A                      ;Screen address now in HL
        LD A,E                      ;Now we work out the bit to
        AND 07H                     ;be plotted
        INC A                       ;
        LD B,A                      ;Use B as A 1 to B counter
        LD A,1                      ;Set bit 0 of A
PLOT10:
        RRCA                        ;Rotate into required position
        DJNZ PLOT10                 ;
        OR (HL)                     ;Or it with the screen
        LD (HL),A                   ;and then store it
        RET                         ;Retrun to the circle routine
```

I'VE GOT THIS PROBLEM

Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

Plus Two Blues

As the executive letter opener sliced cleanly through envelopes, letters and executives this month, a common problem is coming to light (and I'm running out of fingers). It seesm that the +2 (doncha love it?) is prone to loading problems after a month or two of happy operation – there's a stack of letters here all saying the same thing. Mostly, it's 128K, turbo load and boosted games that won't load properly.

Symptoms are an apparently clean load that falls over at the last possible minute, leaving a blank screen or loads of pretty flashing squares. Lots of SU readers have demagnetised, cleaned, tweaked and otherwise severely chastised their tape heads, to no very good effect.

It sounds like a bad batch of cassette drives, or possibly another component, has sneaked past the eagle eyes of Amstrad's Quality Control (do I hear laughter at the back?), since most of the +2s involved are the same age. And, fortunately, under guarantee, so the ever-cheerful shopkeepers (I definitely heard laughter that time) should take 'em back. More to the point, since Amstrad should now be painfully aware of the problem, you should have no problems in getting 'em fixed.

Now then, first patient.

. . . with my modem

Dear Dr Rupe, I've recently bought a Miracle WS2000 modem to go with my +2, and I was wondering how to connect it tc the CPU. What sort of cables to I need?

Psi(45)
Tyersal
Bradford

● Psi(45)? Jolly good . . . s'pose your Spectrum's called Kevin. Anyway, you'll need more than mere cables to do anything useful with the modem, because the humble +2 hasn't got enough hardware to talk to it properly. The serial port in the computer is only good enough to send information to things like printers, who don't answer back. A modem sends data as well as receives it, which is too much for the poor Speccy to cope with. You'll also need a comms program.

The WS2000 is a very simple modem, and should work with any combination of software and hardware. The cable will depend on the type of interface you buy – the connector on the WS2000 is a totally standard modem socket.

. . . with a mad desire

Dear SU, Please please please (much grovelling cut at this point), tell me if there is a tape or hardware that can make a +2 Spectrum into a Commodore 64?

I've heard friends talking about software that can do this.

Mr X
Mossley
Walsall

● Nope. The only bit of hardware that'll turn a Spectrum into a Commodore 64 is . . . a Commodore 64. It doesn't even need a screwdriver to install.

The Spectrum is completely different from the C64 internally; trying to make Spectrum software run on a Commodore is like trying to maka a Madonna CD play on a 1930's gramophone – difficult and totally pointless (apart from the one on the gramophone needle).

You forgot your first name, by the way, so I've replaced it with Mr X, to keep Psi(45) company . . .

. . . with my interface

Dear Dr Rupe, I found, in a jumble sale of all places, a Tasprint printer interface. It didn't have anything with it in the way of software or documentation though.

I'd have thought that it would have worked with my rather elderly Spectrum 48 and Tasword II, but I can't seem to make it talk to the printer (an Epson FX80) from the program.

Is there anything I can do, or have I wasted 50p?

Jerry Philips
Maidstone
Kent

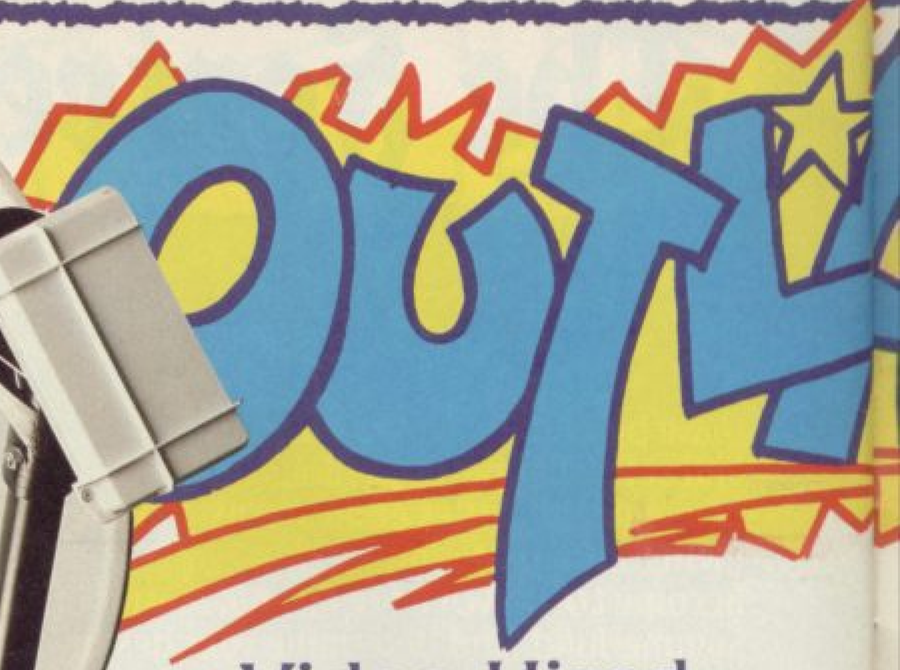
● 50p? Eeee, When I was a lad you could get fifteen QLs, a C5 and a software games house for 50p, and still have change for a copy of SU . . .

The codes for the Tasprint interface are simple enough, although your original Tasword II (ie. from the tape it came on, not a copy) should work automatically. If not, the codes are:

Code 1:0
Code 2:0
Code 3:0
Code 4:64836


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Video Hired The Radio Star

We've all heard Money for Nothing, and we've read all the hype in the newspapers, but what exactly is all this MTV business about?

MTV simply stands for Music Television, and that's exactly what you get. 24 hour music, be it in the form of videos, live performances, or even just music related items, such as interviews with music professionals or news



programmes carrying information on new tour announcements and professional/social/legal changes within the industry.

As I've said, MTV is a 24 hour channel, around 12 hours of which is taken up by video shows hosted by the channel's Video Jockeys (See interview). But what takes up the rest of them? Here on SU we break down all the barriers and let you know exactly what to watch.

Firstly, there's the specialist programmes concerning different areas of the musical spectrum. There's MTV's Metal Hammer, hosted by the frustratingly smug Bailey Brothers. If it's rap you're into, then check out the aptly named Yo! MTV Rap for, as the station advertises, some 'chillin' mixes'.

Or why not check out Remote Control, the station's only quiz show, and after seeing host, Ken Ober in action, you'll be thankful. Three grinning, hatefully outgoing American kids make complete assholes of themselves while product manufacturers pile on the endorsements. You'd never guess it's an American imported show (much)!

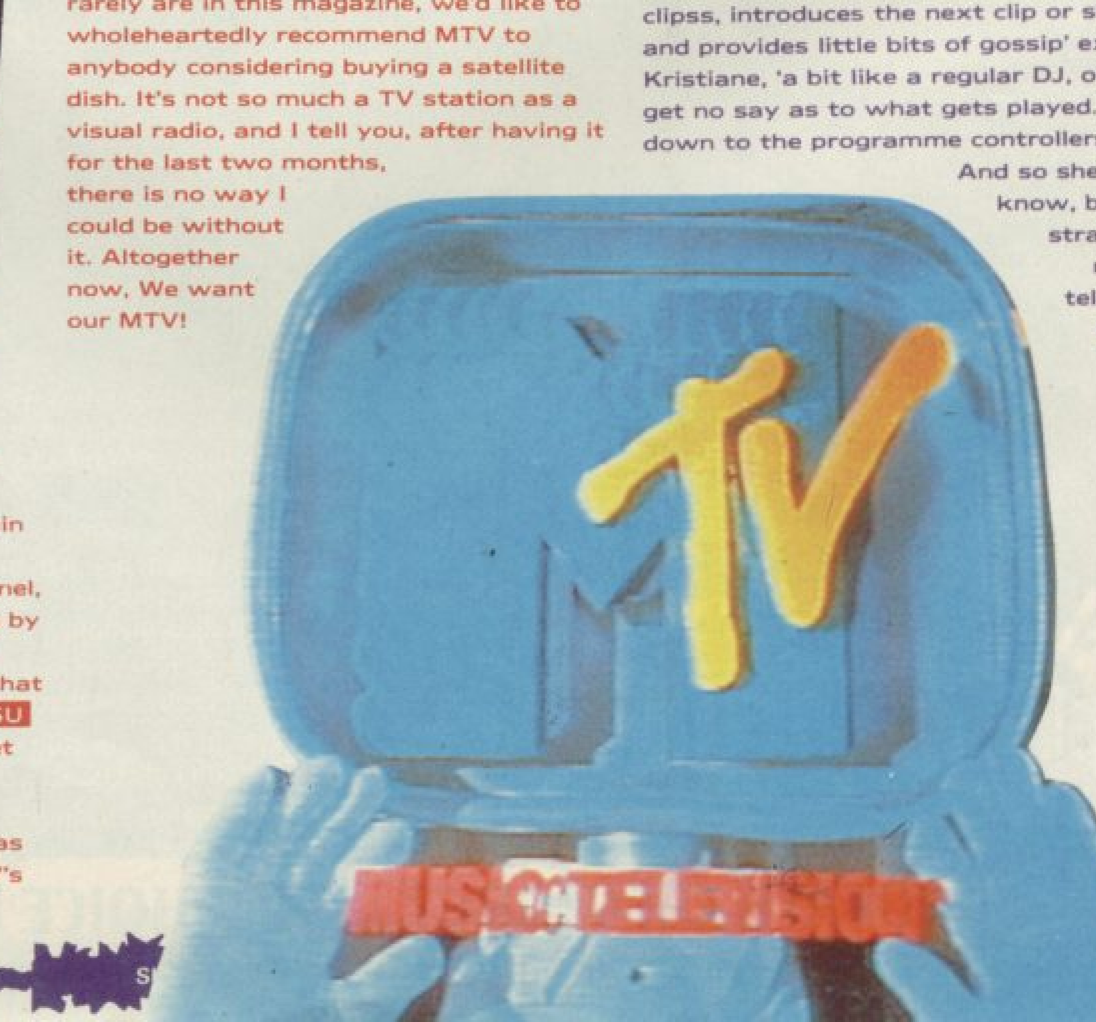
But being serious for a moment, as we rarely are in this magazine, we'd like to wholeheartedly recommend MTV to anybody considering buying a satellite dish. It's not so much a TV station as a visual radio, and I tell you, after having it for the last two months, there is no way I could be without it. Altogether now, We want our MTV!



"Good morning! It's Friday, and that means the week is almost over. Here comes the weekend and just to get this day off to a good start...". After almost an hour solid of being cheery and introducing yet another video, VJ Kristiane Backer emerges from one of MTV's studios in London's Camden Town, looking slightly relieved it's over. She's just been filming the continuity links for her five hour stretch the next morning. And there was me thinking it was all live.

So what exactly is a VJ? 'Well, a VJ is somebody who fills in between video clipss, introduces the next clip or show, and provides little bits of gossip' explains Kristiane, 'a bit like a regular DJ, only we get no say as to what gets played. That's down to the programme controllers.'

And so she should know, being no stranger to radio or television. Born in





MUSIC TELEVISION™

Hamburg, Kristiane grew up there, to a lofty six foot, no less. After doing the German equivalent of her O Levels, she spent a year in the US perfecting her English. She returned to spend two years in front of and behind the mike at the privately owned Radio Hamburg then moved to MTV Europe in February of this year and has worked as a VJ since. 'Soon I hope to get my own show, just like the other VJs, or maybe go more into the production side of MTV.

Does shu think it's worth getting hold of MTV? "It's wurth getting just to have a wider choice of channels, plus when there's nothing else on any other channel, there's always going to be something good on MTV". Sound enough advice, and once again, straight from the horses mouth.*

*We at SU would just like to point out that by the marked phrase, we are in no way insinuating that Miss Kristiane Backer, 24, is in anyway horselike. Thank you.



What you need to receive MTV?

That's simple enough. All you need are four things. A television set, a satellite dish, a signal decoder and somewhere to put the aforementioned dish.



What happens is that the magic pixie up in the Astra satellite, looks down on your home and sees that you have a dish. He then uses his special pixie antennae to beam down all the Astra channels to your home. But, as he's a pixie, all the programmes arrive in pixie form, so you need a decoder to turn it into something that your TV can understand (good grief – Al).

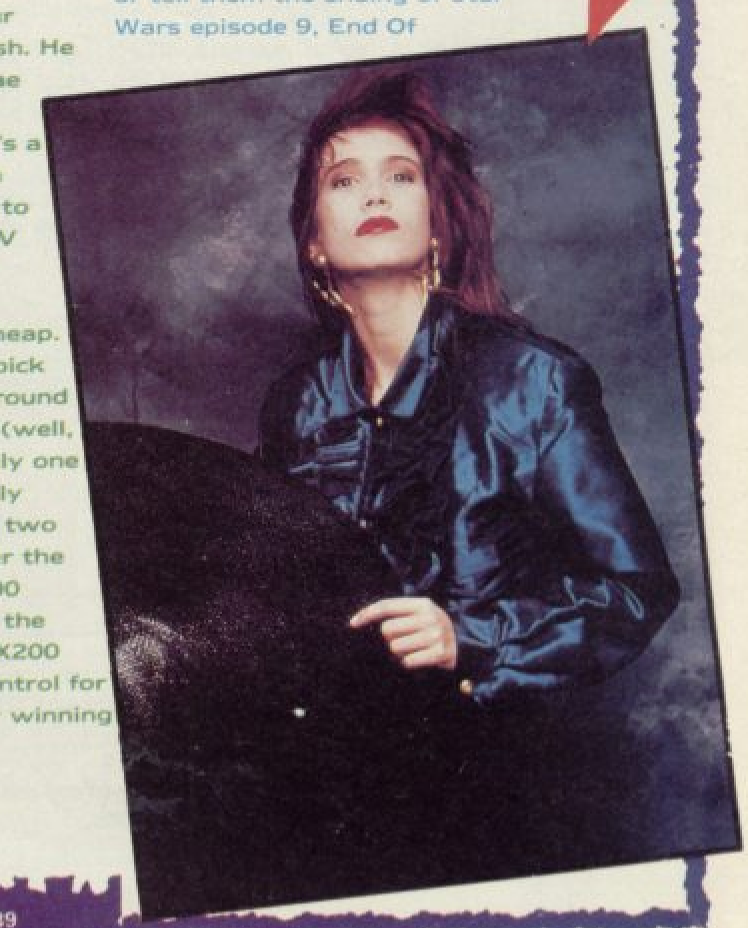
Dish/decoder packages are becoming quite cheap. You can quite easily pick up a decent set for around £150-250. We at SU (well, me because I'm the only one who gets it) thoroughly recommend one of tbe two Amstrad set-ups, either the SDX60 dish and SRX100 receiver for £199.99 or the SDX60 dish and the SRX200 receiver with remote control for £269.99. Or why not try winning one in our great compo!

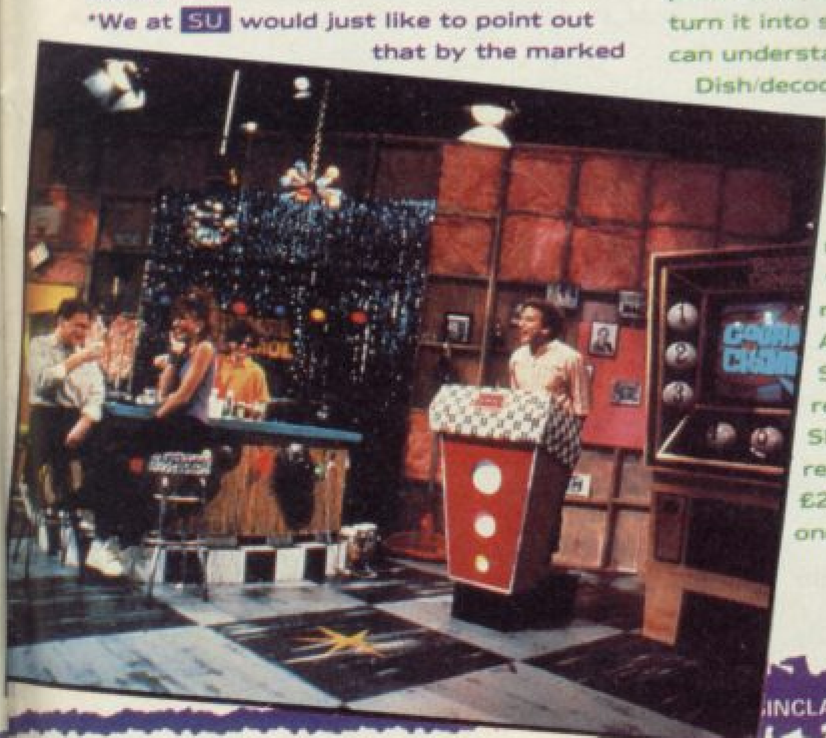
That's the best, what's the rest?

So, what else can you pick up off the Astra satellite dish apart from the mega fabby MTV? SKY, for a start. SKY consists of four channels at presents. SKY Channel itself is an entertainment channel not unlike BBC1 or ITV, only there are no repeats. The channel hasn't been going long enough, now, what you get are first time showings of great shows like Family Ties, The Sullivans and General Hospital.

Sky News is a 24 hour solid news channel, the flow of the media broken only momentarily to show Frank Bough's World, though do we really want to see it?

Sky Movies is the second best channel on Astra, bringing you all the movies that won't be seen on normal TV for a year or two. Laugh at all your friends when you tell them that you want to get home early to watch Aliens 3, or tell them the ending of Star Wars episode 9, End Of





Satellite TV Special





The Jedi. The best thing about SKY Movies is that the movies are uninterupted by commercial breaks. All station advertisements are between films.

All this plus the Childrens Channel (non-stop Dr. Snuggles), two sports channels (female Australian Mud Wrestling and All-Ireland Amateur Field Ploughing finals are but two of the highlights), Women's Lifestyle (can't comment as I haven't seen it yet) and the Landscape channel, which shows lots of dramatic landscapes set to soothing music. Must be fun to watch!



It's all very well us telling you how great MTV is, and it's all very fine saying how great they are, but what good is that to you, the reader? You want to find out for yourself just how brilliant a 24 hour visual radio is don't you? That's why those luverly, luverly people at MTV have given no less than ONE whole Amstrad Satellite receiver system, consisting of an SDX60 dish, an SRX100 receiver, that can pick up all channels currently broadcast by Astra, and all the nuts, bolts and bits of metal needed to affix the dish to your home. FIVE (count 'em) lucky runners up get to own a fabbo MTV T-shirt, just to prove how incredibly cool and sexy they are.

All you have to do to be in with a chance of winning this super duper prize is to answer the three simple questions below, and send your answers, along with your name and address, to "I want a large circular object on my roof!, SU, Holkham Road, Orton, Peterborough PE3 0UF. Closing date 30th September.

1 How many channels are currently *broadcast* from Astra?

2 What does the M in MTV stand for?

3 Coca-Cola are one of MTV's sponsors. True or false?

Answers: 1)

2)

2)

Name...

Address...

...

EMAP and MTV staff may not enter, nor may people who (A) don't have a TV licence, (B) don't like music or (C) don't have a roof.

This month's OUTlands was all the lovely work of Tony and was laid out by the saucy Tim. Thanks to Debbie Walker at MTV for getting involved and Kriastiane for showing me where the office was.

NINJA COMMANDO

GAMES REVIEW!

A tacky budgetty sort of title, seems to automatically ensure a cheap tacky budgetty sort of game, but *Ninja Commado*, despite the awful title is a surprisingly enjoyable game.

You, are as usual, a Ninja Commando of the highest degree. Unstoppable is how he's described on the back of the suspiciously-Code Master-like packaging (complete with authentic quotes such as 'Brilliant graphics' and 'Excellent animation'). Didn't seem very unstoppable to me. When I was controlling him, he was stopped more than once or twice.

You run from left to right over a monochrome multi-level scrolling landscape, jumping on and off platforms and fighting the bad guys. Fighting started as being a bit of a







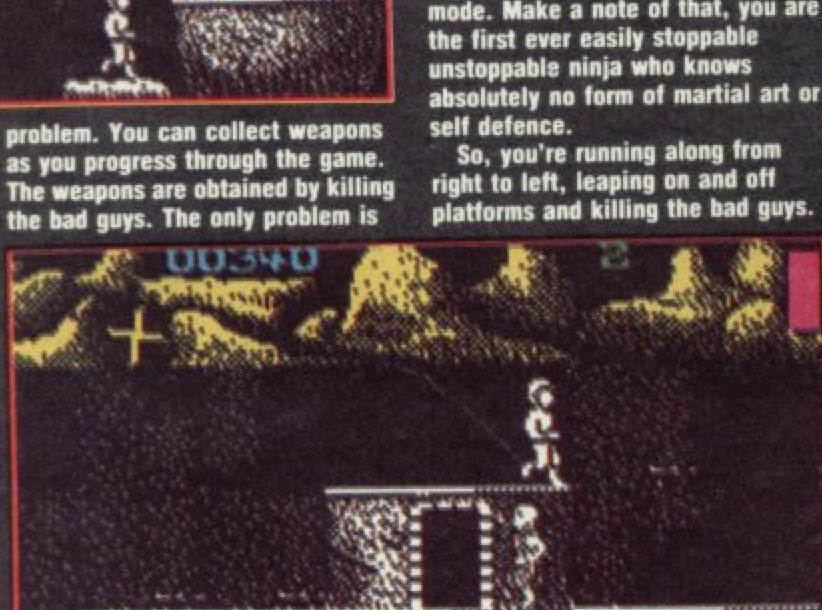
problem. You can collect weapons as you progress through the game. The weapons are obtained by killing the bad guys. The only problem is that you don't have a weapon at the start of the game, and contact with the bad guys means instant death. What the instructions don't tell you, and this is something that took me more than one or two failed attempts to discover, is that you actually have to jump on the bad guys to kill them when in unarmed mode. Make a note of that, you are the first ever easily stoppable unstoppable ninja who knows absolutely no form of martial art or self defence.

So, you're running along from right to left, leaping on and off platforms and killing the bad guys. But what exactly is the game about. Well, it's about running from right to left, jumping on and off platforms and killing the bad guys. that's it. Now come on, how is anybody supposed to take a budget game called *Ninja Commando* seriously if it doesn't have a really far fetched plot about some evil emperor and contains lots of names like Ken-oh and Dan-oh.

The graphics are small, but very well defined and animated. So, the main character (the ninja) looks more like Morph than a black assassin of death, but at least he runs convincingly. The backdrops are a little samey in places, and the complete lack of colour anywhere, including the front end, does spoil the look of the game a tad.

It plays well, and after the immediate gameplay glitch of working out how to kill anything, it does become enjoyable. Very, in fact. It's nothing special or outstanding, and it won't set any new standards, but it's still good. One of the better budget releases.





FAX BOX

ARCADE REVIEW

NINJA COMMANDO** Label: **Zeppelin** Author: **Brian Cross** Price: **£2.99** Memory: **48K/128K** Joystick: **Sinclair

Another fine game from Zeppelin.

GRAPHICS	SOUND
81	69
89	73
PLAYABILITY	LAST ABILITY

Reviewer: Tony Dillon

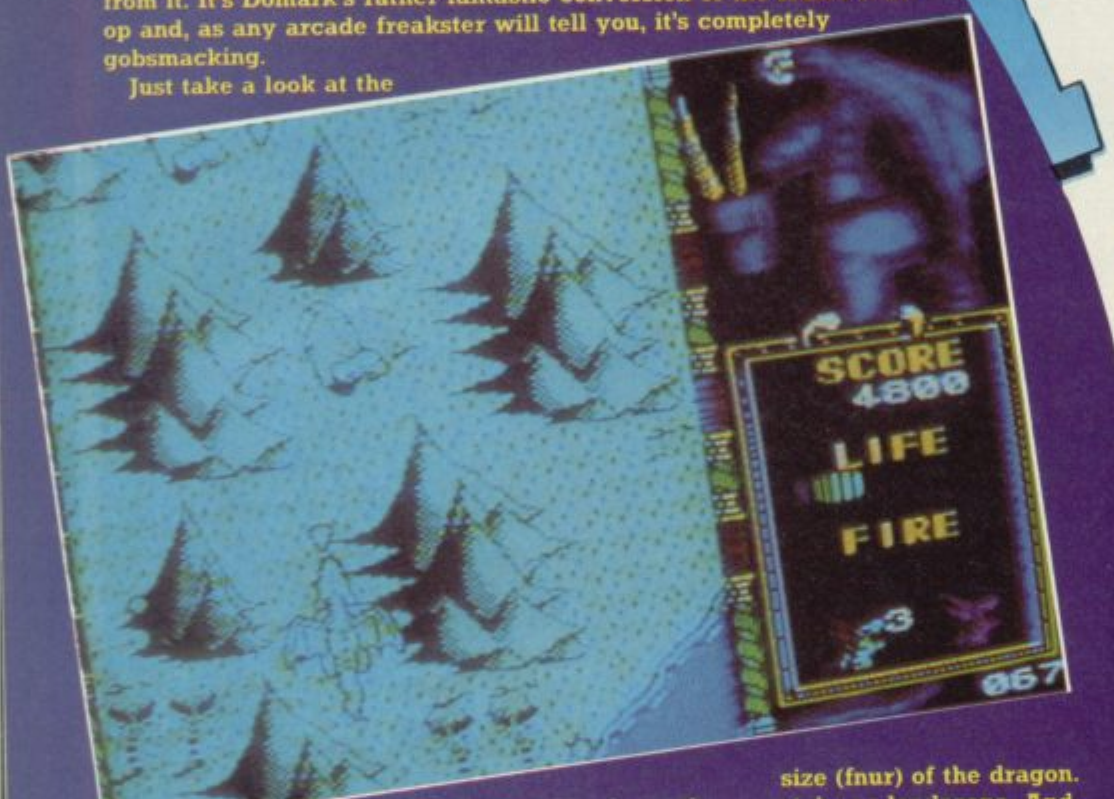
OVERALL 78

PREV

DRAGON SPIRIT

Oooh! Here's something that should get your game-sensors twitching. This is Dragon Spirit. Well, these are two pictures from it. It's Domark's rather fantastic conversion of the IREM coin op and, as any arcade freakster will tell you, it's completely gobsmacking.

Just take a look at the size (fnur) of the dragon. Check out the mountainous landscape. And take a gander at the bad guys you'll be facing on the second picture. Meanies or what. Since the Dommers have a history of producing above average vertical scrollers, it will be no surprise to us, and that's to be sure, if Dragon Spirit could well turn out to be a PC Show blinder.



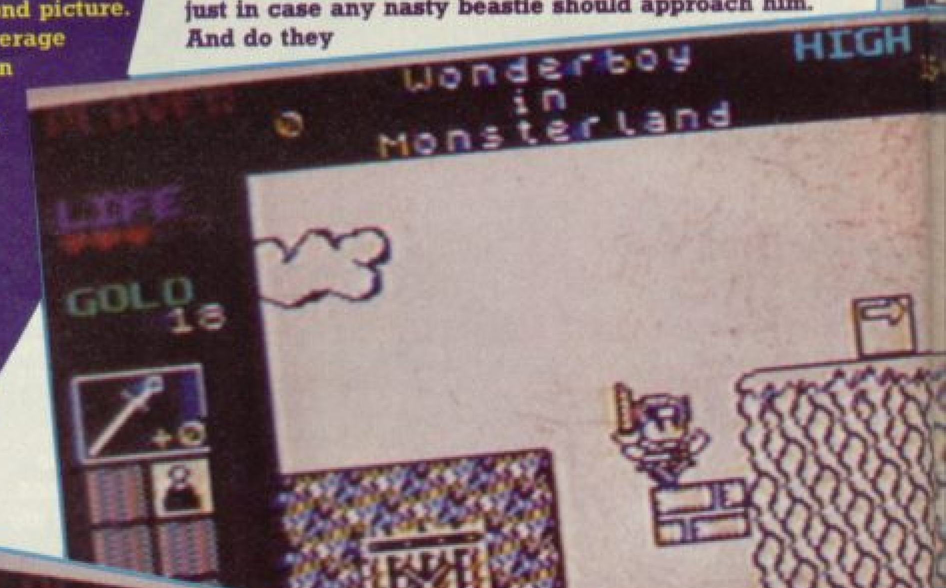
Streetdate: Sept/Oct
Price: £8.95

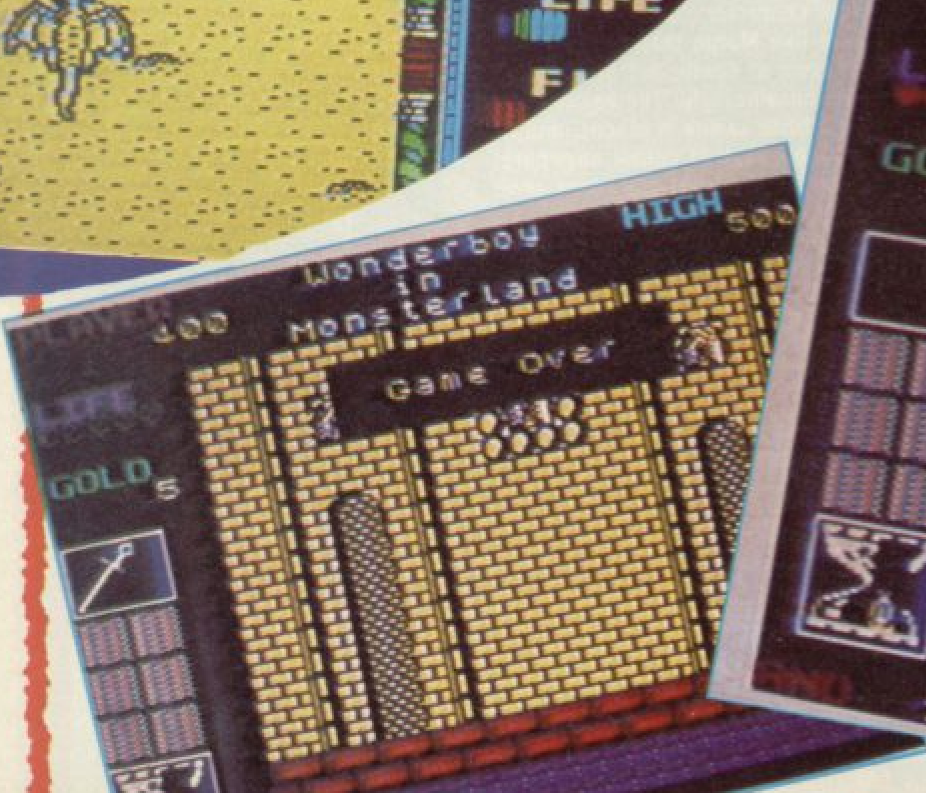


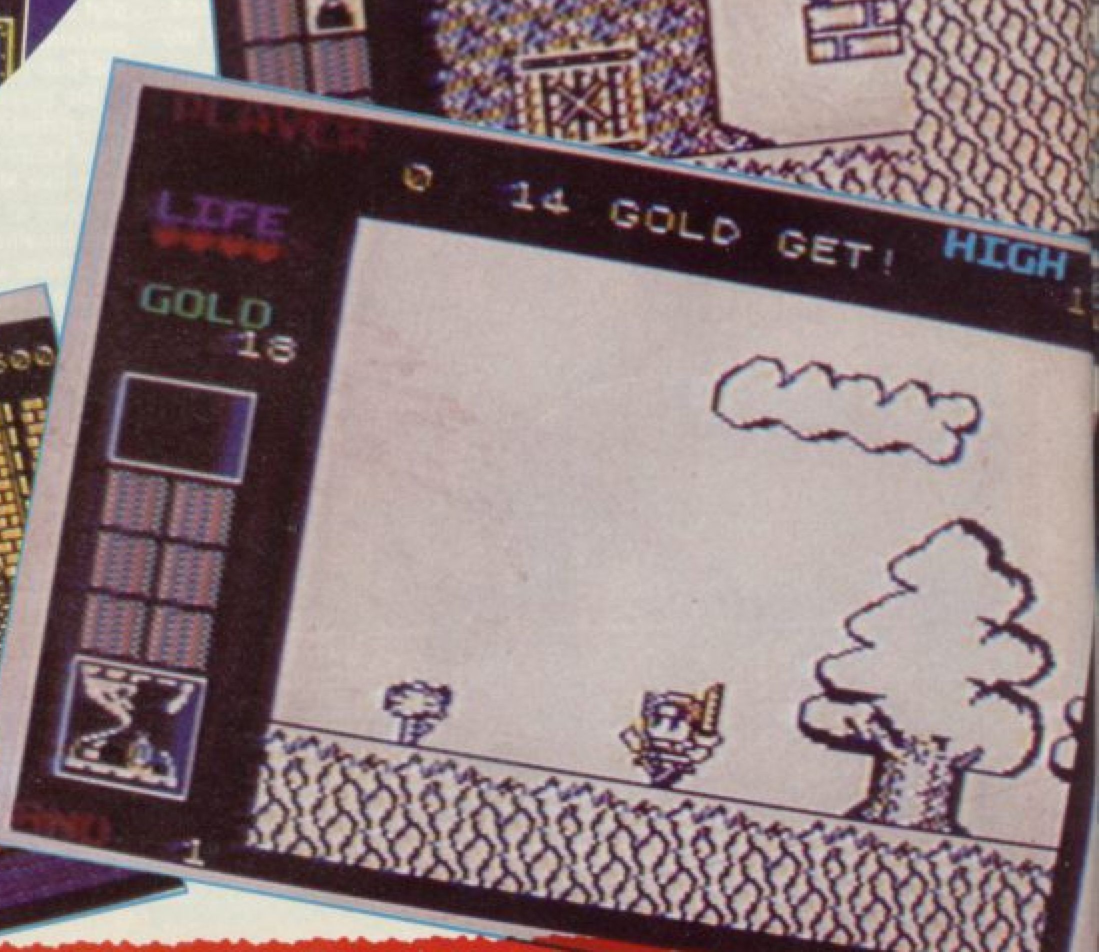
SUPER WONDERBOY

Sinclair User has made a new friend (have you? – everyone in the world). Yes boys and girls we have, shall we tell you his name? (Please do – the whole cosmiverse). Well kiddies his name is . . . Oh cut it out will you – right then, his name is Super Wonderboy and he's well 'ard (even if he has got woofty yellow hair and girlie eyes as big as fried eggs).

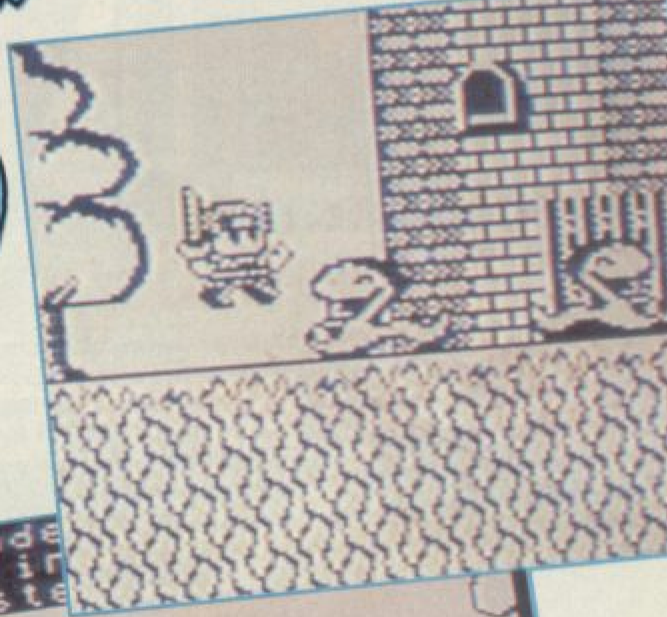
Super Wonderboy **lives in a wondrous mythical place called Monsterland and this is how he spends his days. He trundles around, sword at the ready, just in case any nasty beastie should approach him. And do they**







VIEWS











approach him?

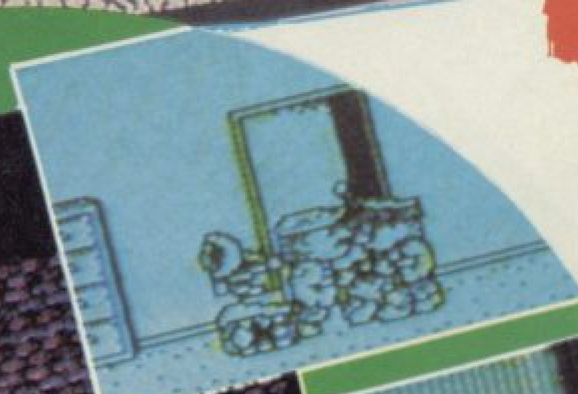
I should say they do. A different monster appears at the end of each level, and you've got 15 levels to get through.

As you go on your merry way through this horizontally scrolling adventure you'll come across treasure in the shape of gold pieces. If you collect these you can then visit various shops and spend the gold on such things as Hearts (to increase life force), Gauntlets (to improve your punch), Rubies (to upset dragons) and Notes to Betty (?!) (to obtain clues), along with other jolly items like armour and flying boots.

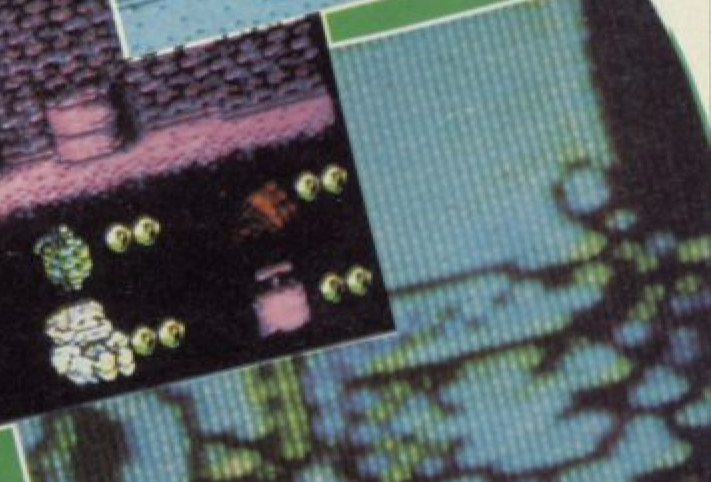
Gold pieces also allow you to visit hospitals and buy yourself a cure, or enter taverns where you can win a clue with every drink you buy (the more expensive the drink, the better the clue). The monsters you can bump into along the way are Giant Kong, Vampire Lord, Death Master, Kraken and Myconid Master, to name a few. These are all end of level monsters, but you will also encounter Mudmen, who are globs of mud that turn into men (never – JD) and Gold Collectors who will nick your pieces (ooer) quicker than you can say "ooh gawd, someone's nicked me pieces".

Get yoruself through all 15 levels and you've er, finished the game – great stuff. We reckon *Super Wonderboy* could prove to be a darned fun game, and we think you'd better look out for a review pretty soon.

Streetdate: August
Price: £8.95







JOE BLADE 3

He's back BACK BACK! He's *Joe Blade* and here's a picture of his latest outing, *Joe Blade III*. And since we've probably written more about Joe Blade over the past few months than anything else in the galaxy, we're not going to tell you any more, awwright?

Streetdate: Sept
Price: £2.99

PRE-V



SPOOKED!

Oooooh! You won't be getting much sleep at night once you've had a proper look at Spooked from Players. We're talking serious nightmares. Well, alright, not really. Give me a break, I'm trying to build some atmosphere here.

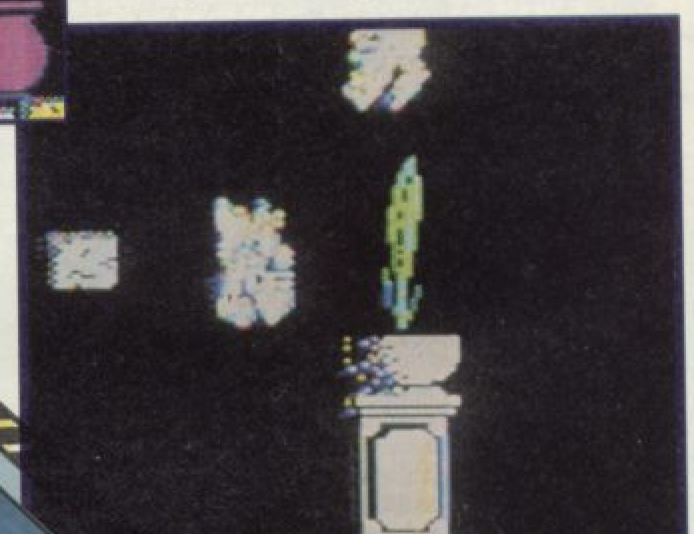
You're the boss of a long established ghost,er, hunting agency. Work hasn't exacly been brisk recently, what with a lot of more famous people working your patch and a general lack of ghoulies in the area anyway.



So the phone call is a bit of a relief. Even if the person on the other end of the line is rather ambiguous about the job he wants you to do.

And so you find yourself in seriously horrible surroundings, in a big old house full of the undead.

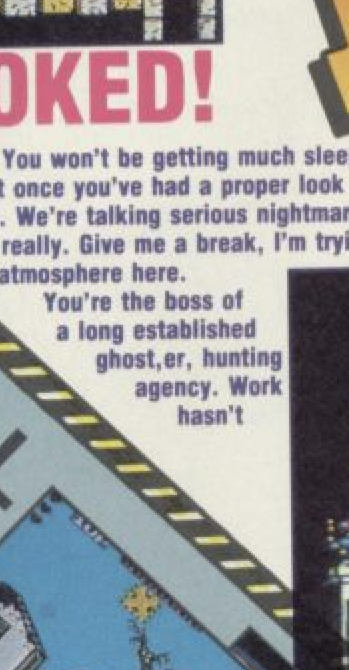
Will you manage to stay alive long enough to collect your cash? Will you heck. You'll be caught by the ghoulies before you've scored 100 points. Haw Haw.



Streetdate: August
Price: £2.99

CABAL

Just take a look at this little beauty! This, friends, is Cabal. Now, let's get one thing straight from the beginning. This Cabal has nothing whatsoever to do with the Clive Barker book, Cabal, which Ocean are also converting. The Clive Barker book is being made into a film called Nightbreed, which will be the name of the game. Simple eh?







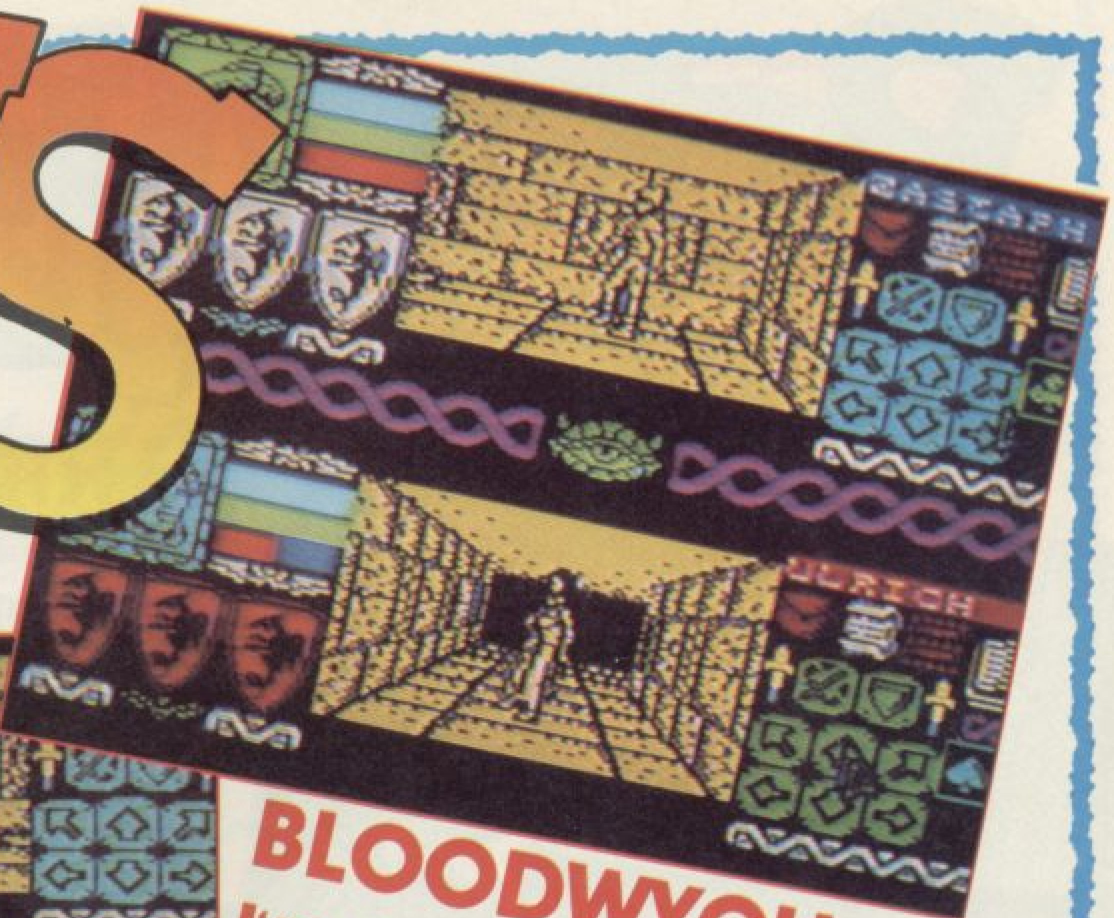
As you can seen, it's very much in the mould of Operation Wolf; a lone soldier going to war against an entire army of baddies. Helicopters to shoot, foot soldiers to waste and tanks to take out (for a nice meal and a movie – haw haw).

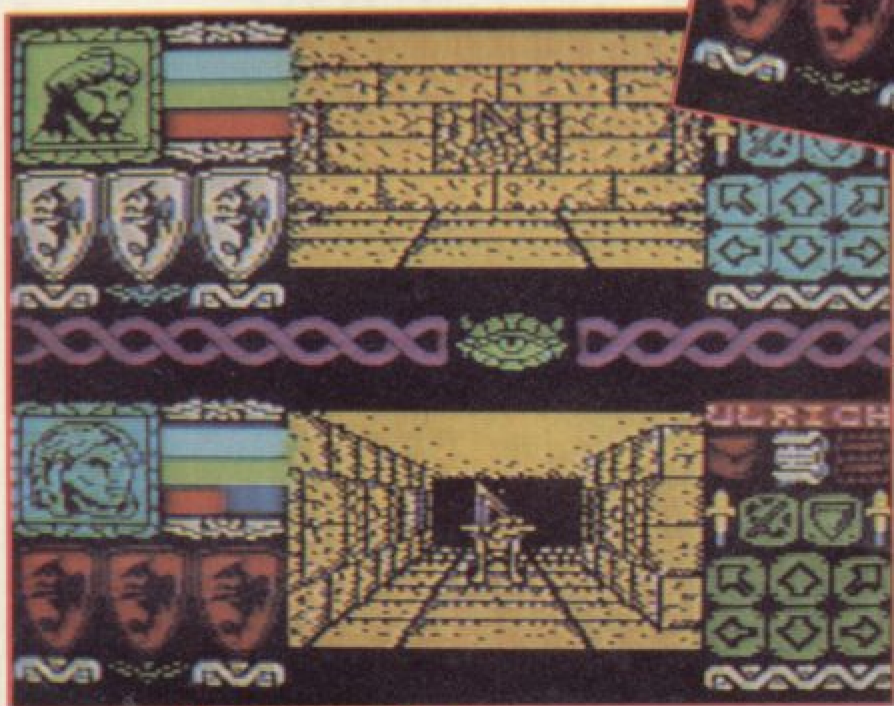
If you thought Operation Wolf was one of the most action packed games in the galaxy, just look at the amount of action going on here!

And the good news is that we've got a FULLY PLAYABLE DEMO of Cabal on our very next Megatape. So you'll be able to see for yourself.

Streetdate: October
Price: £8.95

EWS





BLOODWYCH

If you ever saw Dungeon Master on your mates ST, you'll be in for a treat with Bloodwych. It's full of three dimensional sexiness set in a large castle with tunnels to explore and inhabitants to "interact" with.

Hidden somewhere in the castle is a set of crystals which will yield the secret of absolute power to the person who finds them. When in possession of the crystals they can be used to cast the ultimate spell; either for ultimate good or ultimate evil. If you decide to play with two people, one will take the role of good guy and one bad.

In two player mode the screen also splits into two so each player can explore an entirely different part of the castle and play his own game, separate from the other guy, until they bump into each other in a dark alley...

Littering the castle are objects with hidden properties and meanings. You'll be given clues to help you progress as well as the odd red herring to slow you down. Full review next month.

Streetdate: August
Price: £8.95





PREVIEWS

STRIDER

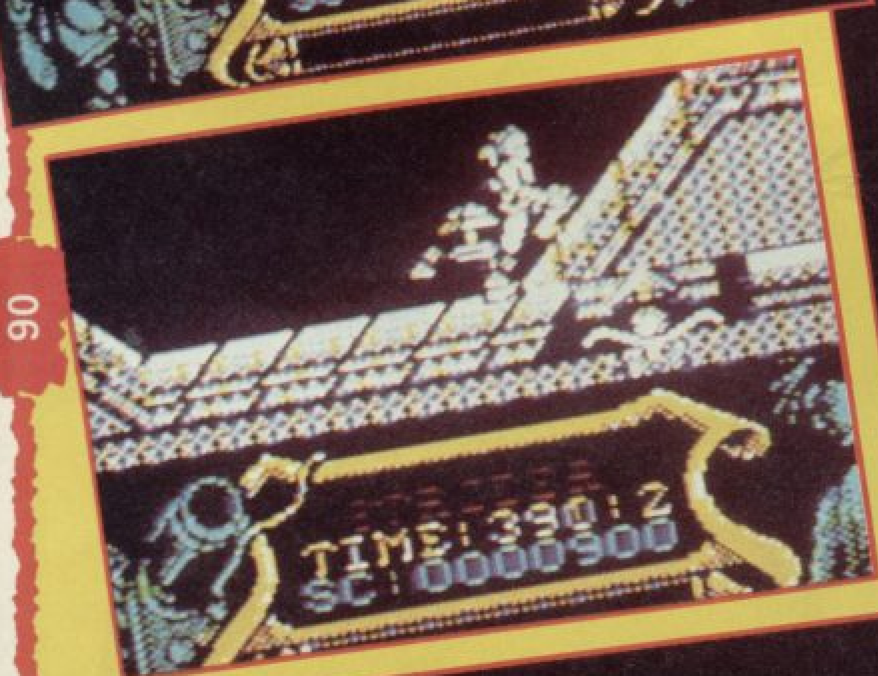
If you haven't already read the Blueprint on page 58, then why don't you? This is US Gold's big event for the PC Show. It's probably the fastest and most detailed runny jumpy game in the history of runny jumpy games.

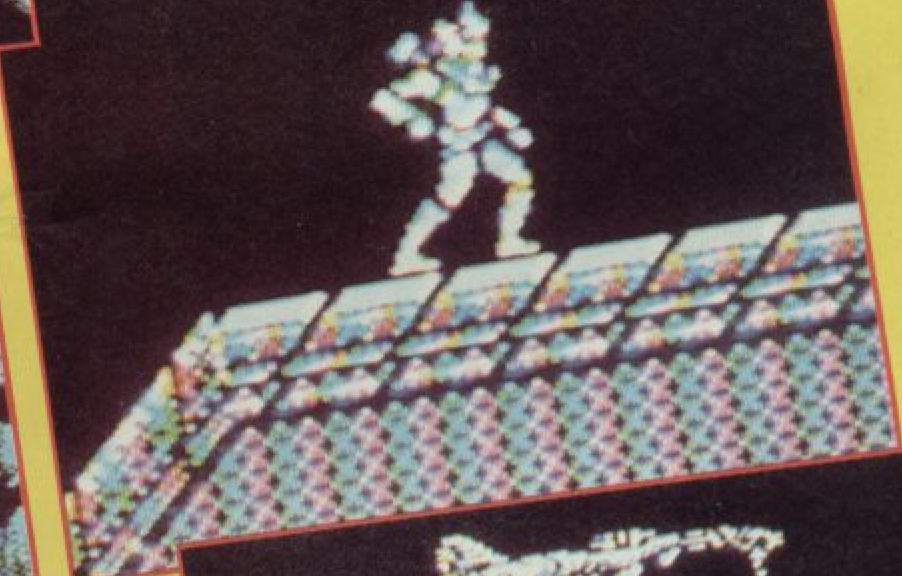
It reminds me of the Battle of the Planets TV Show with all those Pzling! sound effects and super speedy animations.

The game takes place across an entirely huge landscape that scrolls in all directions and on top of the normal bad guys – which look great – there are end of level nasties to beat the pants off anything you've ever seen.

Streetdate: Sept
Price: £8.95

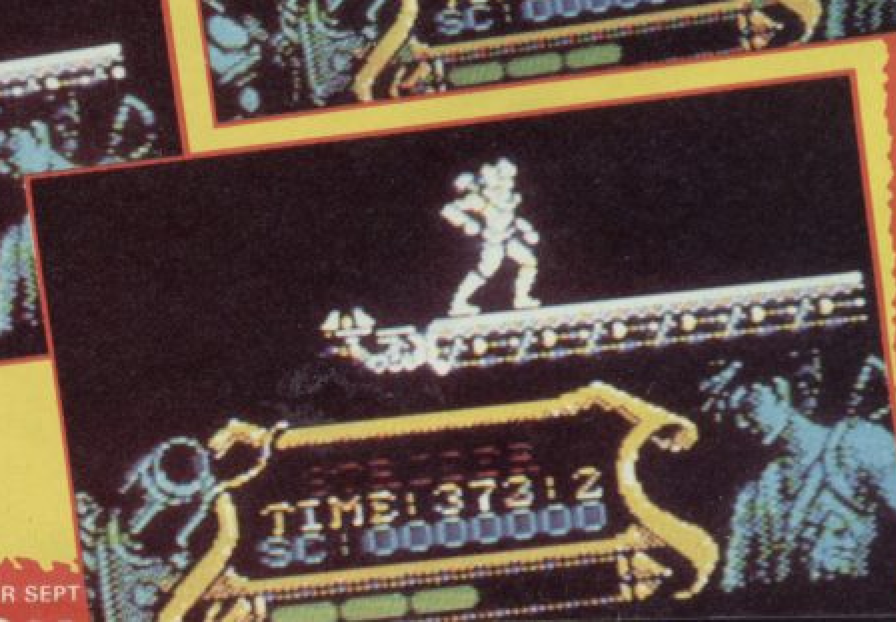












Chris's Crap Jokes Corner

It gets harder and harder to fill this space every month, especially in that quiet time of the year when the DomDom's aren't doing anything remarkably silly we can make fun of. So we're going to get you to fill the space – and we aren't even going to give you any money. No. All you'll get for the effort is the honour of seeing your name in Chris's crap jokes corner.

Unlike Al's Crap Jokes Corner, which was largely visual, we want written jokes because we can't spend our valuable time standing aroung having our photos taken in silly poses. Just so you know how a joke qualifies as being crap, here's Chris's own current favourite.

A tortoise is making its way to the shops when it's set upon and mugged by three vicious-looking snails. It lies spinning on its shell at the side of the road until a police rabbit turns up, ner-ner ner-ner ner-ner. "Ello 'ello 'ello, what's up here then Doc?" says the rabbit. "I've been mugged by three snails, officer" sez the tortoise. "Oh dear oh dear oh dear, that's terribly serious. Would you recognise any of them if you saw them again?" "Ooh", says the tortoise, "I don't think so officer. It was all over so quickly..."

Ha! Crap eh? If you've got anything remotely as bad to offer, write it on the back of a postcard – don't stick it in an envelope 'cos we won't bother opening it – and send it to Chris's Jokes, Sinclair User, Abbot's Court, 34 Farringdon Lane, London EC1. Put your name on the postcard but don't bother putting your address 'cos you aren't getting a prize.

The Spectrum At The Movies

It shouldn't come as any surprise, in these days whe mega-corporations own all the film studios, that more and more movies are used to plus products such as Coke, Macdonald's and, of course, the Spectrum. How many of these sneaky moments have you spotted?

INDIANA HONES AND THE LAST CRUSADE – An Indy opens the tomb of the lost knight in the catacombs of Venice, a Plus 2 is seen sticking out from behind the knight's shield.

BATMAN – Jack Napier, alias The Joker, is seen compiling a catalogue of jokes on a Plus 3.

ROBOCOP – When Murphy opens his chest panel to repair himself, you can just make out the lettering SINCLAIR SPECTRUM ISSUE 2.1 on the side of a circuit board.

GONE WITH THE WIND – Rhett Butler and Scarlett O'Hara meet for the last time in the burned-out ruins of Atlanta. At Rhett cruelly spurns Scarlett she wipes her nose on a rubber-keyed Spectrum (this scene was cut from the television version).

BEVERLEY HILLS COP – Eddie Murphy is seen shooting a Spectrum, setting fire to it, running over it in a tank, firing a flame thrower at it then arresting it – then smashing it iver the head with a plank, then insulting it.

GREASE – Olivia Newton-John has a Plus 2 stuck through her pony-tail in the mud-wrestling scene (whaa!?? – Alison).

Have you spotted any other Spectrums popping up in films? If so drop us a line and tell us about it. Address your letters to "I've got an over-active imagination, Sinclair User blah blah blah."

MORE ALMOST RUDE NAMES!

We're getting fed up of these but they fill a few precious centimetres, so here's a selection.

Ian Denius (He Comes From Venus)
Arnie Kiles (He Collects Kitchen Tiles)
Mister Stick (Je Loves His Brick)
Sidney Tat (He's Always Saying 'Drat')

We think that's all the Almost Rude Names in the whole universe, but if you have any more, keep them to yourself.

THE SHAPE OF THINGS TO COME

At the moment **Sinclair User** is put together using familiar publishing technology like typewriters, cow gum, scissors and sellotape. But, in the near future, everything will go fearfully hi-tech. Our colleagues at Computer and Video Games have £20,000 worth of PCs, laser printers, hard disk drives and desktop publishing software, and they're going to tell us all how to use it and even let us play with it ourselves. Just to give you a sample of things to come, here's the result of our early experiments in DTP.

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10 THINGS THAT WILL HAPPEN AT THE PC SHOW

1) 50% of the software that was "Definitely going to be available to review" will not be reviewable.
2) 80% of the leaflets you'll be given will be entirely useless adverts for Commodore Plus 4 disc drives etc.
3) After hours walking around the show trying to find "Megadeathblast" you give up and spend your last £8.95 on "Mr Spaz Meets the Flower Bunnies".
4) You immediately find the stand stocking two thousand copies of Megadeathblast for £7.95.
5) A machine that you walk past will instantly malfunction and fuse all the lights. You will cop the blame.
6) You will lose your ticket on the ten yard journey between the ticket office and the doormen.
7) Someone will spot you're reading Sinclair User and they will say "Oh, a Sinclair Owner eh? I find that my Cray P11 has infinitely superior processing time."
8) He'll slip into the crows before you can strangle him.
9) You will find absolutely brilliant game that you successfully purchase.
10) You will return home carrying twelve carrier bags full of rubbish that you don't remember buying.



Caption Compo No 32

Well well well. You would have thought that a picture of a fat man handcuffed to a rabbit would have stimulated some funny suggestions, but apart from a couple of unprintable mes about deviant sexual practices it was yawn city a-go-go. After we'd chucked out all the "Just my luck! Handcuffed to a Crash reader!" variants, all we were left with was Kris Cherrington's "Bring your hand out to these cuffs! I saw you do it in the movie!" which is either extremely subtle and hilarious, or not terribly funny, depending on your point of view.

Still, Kris gets the £20 worth of games, so well done to him, while the rest of you get a stiff warning about these "aren't Crash/YS readers silly" captions. We all know it's true, but it gets a bit tedious hearing about it.

End of the line . . .



Caption compo no 33

What on earth is going on here? A bit of an alternative piccy for you to play with this month. What do you reckon these two young whipper-snappers are up to then? Looks like they're up to no good. Are they being sick into the river? Are they offering mouth-to-mouth resuscitation to a passing squid in distress? Who knows? Maybe you do.

Have a lovely think and if you come up with a goodie (or even an OK-ie), send it to us before September 31st. The best one picked out of Jim's boxer shorts gets £20 worth of games, but if you don't reach a really high standard you'll get £20 of games picked out of Jim's boxer shorts, so think about that.

NAME ....

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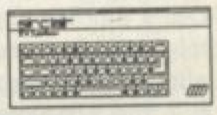
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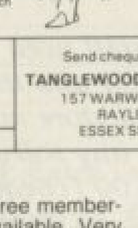
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